



*Version 4.0 of
The Unofficial
Complete Rulebook for*

STAR TREK™ ASCENDANCY

Live Long and Prosper!

CONTENTS

The *Unofficial Complete Rulebook* contains the following:

1. ABOUT THESE RULES	6
1.1 Version and Copyright	6
1.2 The Game and Its Expansions	6
1.3 Using These Rules	6
▶ 1.3.1 Rules Changes	7
1.3.2 Variant Factions	7
1.3.3 Use of Cases	7
1.3.4 Use of Specific Words	7
1.3.5 Printing the Unofficial Complete Rulebook	7
2. GAME OVERVIEW	8
2.1 Number of Players	8
2.1.1 The Solo & Two Player Games	8
2.2 Playing Time	9
▶ 2.3 Winning the Game	9
▶ 2.3.1 Ascendancy Victory	9
2.3.2 Supremacy Victory	9
▶ 2.3.3 Faction Specific Victory	9
2.3.4 Winning and Losing vs. Borg	9
2.3.5 Tied Victories	9
2.4 Starfleet Ethics	9
3. GAME COMPONENTS	10
3.1 Rulebooks	10
3.2 System Discs	10
▶ 3.2.1 The Alpha/Beta and Gamma Quadrants	10
3.2.2 System Disc Features	10
▶ 3.2.3 Bajor and Idrian	10
▶ 3.2.4 Other Removed System Discs	10
3.3 Space Lanes	10
3.4 Command Consoles	10
3.4.1 Faction Command Consoles	10
3.4.2 Borg Console Card & Cube Card	11
3.5 Cards	11
▶ 3.5.1 Turn Order Cards	11
3.5.2 Exploration Cards	11
3.5.3 Borg Cards	11
3.5.3.1 Borg Command Cards	11
3.5.3.2 Borg Tech Cards	11
3.5.4 Player Turn Summary Cards	11
3.5.5 Trade Agreement Cards	12
3.5.6 Advancement Cards	12
3.5.7 Fleet Cards	12
3.5.8 Faction Specific Cards	12
▶ 3.5.9 Alliance Selection, Alliance and Resistance Cards	12
3.6 Playing Pieces	12
3.6.1 Ships	12
3.6.1.1 Borg Cubes	12
3.6.2 Fleet Markers	12
3.6.3 Control Nodes	12
3.6.3.1 Borg Spires	12
3.6.4 Starbase Models	13
▶ 3.6.4.1 Neutral Starbases	13
▶ 3.6.5 Agents	13
3.6.6 Resource Nodes	13
3.6.6.1 Production Nodes	13
3.6.6.2 Research Nodes	13
3.6.6.3 Culture Nodes	13
3.6.7 Borg Assimilation Nodes	13
3.7 Tokens	13
3.7.1 Ascendancy Tokens	13
3.7.2 Warp Tokens	13
3.7.3 Command Tokens	13
3.7.4 Resource Tokens	13
3.7.5 Starbase Tokens	14
▶ 3.7.6 Wormhole Tokens	14
3.7.7 Hazard Tokens	14
3.7.8 Borg Tokens	14
▶ 3.7.9 Faction Specific Tokens	14
3.8 Dice	14
▶ 3.9 Other Play Aids	14
4. DEFINITIONS AND GLOSSARY	14
5. SETTING UP	17
5.1 Select Options	17
5.2 Determine Playing Area	17
5.2.1 Size of Playing Area	17
▶ 5.2.2 The Gamma Quadrant Playing Area	17
5.2.3 Limit of Playing Area	17
▶ 5.3 Set Up the Borg	17
5.3.1 No Borg	17
5.3.2 Some Borg	18
5.3.3 Delta Quadrant Probe	18
5.3.3.1 Minor Delta Quadrant Probe	18
5.3.3.2 Major Delta Quadrant Probe	18
5.3.4 Delta Quadrant Connection	18
5.3.4.1 The Transwarp Hub	18
5.3.5 Borg Console and Cards	18
▶ 5.4 Set Up System Discs & Exploration Cards	18
5.4.1 System Disc Stacks	18
5.4.2 Exploration Deck	18
▶ 5.5 Prepare Cards, Tokens and Dice	18
5.6 Select Factions	18
▶ 5.6.1 Placing Home Systems	19
5.6.1.1 The Borg Transwarp Hub	19
▶ 5.6.1.2 The Gamma Quadrant	19
5.6.2 Unused Home Systems	19
5.7 Player Set Up	19
5.7.1 Command Console	19
5.7.2 Command Tokens	19
5.7.3 Project Area	19
5.7.4 Advancements	20
5.7.5 Faction Component Supply	20
5.7.5.1 Faction Specific Set Up	20
5.7.6 Home System	20
5.7.7 Starting Ships	20
5.8 Starting Level	20
5.8.1 Humble Beginnings	20
5.8.1.1 Starting Resources and Ascendancy	20
5.8.1.2 Starting Systems	20
5.8.1.3 Starting Advancements and Projects	20
5.8.1.4 Borg Start	20
5.8.1.5 Delayed Delta Quadrant Connection	20
▶ 5.8.1.6 Exploration Mulligan	20
5.8.2 Medium Game	20
5.8.2.1 Starting Resources and Ascendancy	20
▶ 5.8.2.2 Starting Systems	21
5.8.2.3 Starting Advancements and Projects	21
5.8.2.4 Borg Start	21
5.8.2.5 Delayed Delta Quadrant Connection	21
5.8.2.6 Exploration Mulligan	21
5.8.3 Quick Game	21
5.8.3.1 Starting Resources and Ascendancy	21
▶ 5.8.3.2 Starting Systems	21
5.8.3.3 Starting Advancements and Projects	21
5.8.3.4 Borg Start	21
5.8.3.5 Delayed Delta Quadrant Connection	21
5.8.3.6 Exploration Mulligan	21
6. GAME ROUND SEQUENCE	22
6.1 Initiative Stage	22
6.1.1 Spending Resources for Turn Order	22
6.1.1.1 Types of Resources	22
6.1.1.2 Spending Sequence	22

▶ 6.1.2 Prepare the Turn Order Cards	22
6.1.3 Choosing Turn Order Cards	22
6.1.3.1 Revealing Turn Order	22
6.1.4 Random Turn Order	22
6.1.5 Borg Turn Order	23
6.1.6 Effects Played During the Initiative Stage	23
6.2 Execution Stage	23
6.2.1 Building Phase	23
▶ 6.2.2 Command Phase	23
6.3 Recharge Stage	23
6.3.1 Victory Check	23
▶ 6.3.1.1 Extermination	24
6.3.2 Generate Resources	24
6.3.2.1 Resource Nodes	24
6.3.2.2 Trade Profits	24
6.3.2.3 Resources from Advancements	24
6.3.3 Maintenance	24
6.3.3.1 Refresh Cards & Tokens	24
6.3.3.2 Refresh Trade Agreements	24
6.3.3.3 Add Warp Tokens to Ships at Warp	24
▶ 6.3.3.4 Resupply Phenomena	24
▶ 6.3.3.5 Faction Specific Maintenance	24
7. BUILDING	25
7.1 Build Ships	25
7.1.1 Bonus Fleet Build	25
7.2 Colonise Systems	25
7.2.1 Taking Control of Warp Capable Civilisations	25
7.3 Build Resource Nodes	25
7.3.1 System Capacity	25
7.3.2 Open Capacity	25
7.3.2.1 Replacing Resource Nodes	25
7.4 Commit Research	25
7.5 Upgrading Weapons & Shields	26
▶ 7.6 Faction Specific Building Phase Rules	26
7.7 End of Building Phase	26
8. MOVEMENT	26
8.1 Impulse Movement	26
8.2 Warp Movement	26
8.2.1 Entering Warp	26
▶ 8.2.2 Exiting Warp	27
8.2.3 Traveling at Warp	27
8.3 Entering Rival Territory	27
8.4 Hazardous Systems	27
8.4.1 Braving a Hazard	27
8.4.2 Several Hazard Levels	27
8.4.3 The Borg and Hazards	27
8.5 Virtual Adjacencies	28
▶ 8.6 Creating the Galaxy	28
8.6.1 Placing New Space Lanes	28
8.6.1.1 Maximum Number of Space Lanes	28
8.6.1.2 Space Lane Length	28
8.6.1.3 Placing a Space Lane	28
8.6.1.4 Crossing Space Lanes	28
8.6.1.5 Testing Connections	28
8.6.1.6 Abandoned Space Lanes	28
8.6.2 Placing New System Discs	28
8.6.2.1 Overlapping Systems	28
8.6.2.2 Placing New System Discs at Warp	28
8.6.2.3 Moving Into a Newly Placed System	29
8.6.3 Fixed vs Floating Systems	29
8.6.3.1 Fixed Systems	29
8.6.3.2 Floating Systems	29
8.6.3.3 Special Case	29
8.6.4 Swinging Floating Systems	29
8.6.4.1 Rival Ships and Nodes	29
8.6.4.2 Swinging Space Lanes	29
8.6.5 Making Connections	29
▶ 8.6.6 Creating Gamma Quadrant	30
8.6.7 No Room for Space Lanes or Systems	30
8.6.8 No More System Discs in Stack	30
8.7 Discovering Planetary Systems	30
8.7.1 Hazardous Planetary Systems	30
8.7.2 Exploration Cards	30
8.8 Exploration Cards	30

8.8.1 Crisis	30
8.8.1.1 Destroyed Systems	30
8.8.2 Discovery	30
8.8.3 Allies	30
8.8.3.1 Diplomacy Tests	30
8.8.4 Virgin Worlds	31
8.8.5 Civilisation	31
8.8.5.1 Pre-Warp Civilisations	31
8.8.5.2 Warp-Capable Civilisations	31
▶ 8.8.5.3 Specified Civilisation Tech	31
▶ 8.9 Discovering Phenomena	32
8.9.1 Hazardous Phenomena	32
▶ 8.10 Further Study of Phenomena	32
9. SPACE BATTLES	32
9.1 Scoring Hits	32
9.1.1 Hit Roll	32
9.1.2 Starbase Support in Space Battles	33
9.1.3 Pointless Battles	33
9.2 Taking Casualties	33
9.3 Retreating from Combat	33
9.3.1 Retreat Distance	33
9.3.2 Blocked Retreats	33
9.4 Combat Continues	33
9.5 Winning a Space Battle	33
9.5.1 Tactical Manoeuvres	33
9.6 Battles in the Same Sector	34
9.7 Battles With More Than Two Players	34
9.7.1 Multiple Hostile Rivals	34
9.7.2 Multiple Hostile and Peaceful Rivals	34
9.7.3 Multiple Defender Retreat	34
9.8 Borg Cubes in Combat	34
9.8.1 Slow and Methodical	34
9.8.2 Borg Attack Dice	34
9.8.3 Borg Hit Rolls	34
9.8.3.1 Rolling Borg Dice	34
9.8.3.2 Advanced Weaponry	34
9.8.3.3 Allocating Hits to Different Ships	34
9.8.3.4 Attacking Multiple Players	34
9.8.3.5 Borg Regeneration	34
9.8.4 Damaging Borg Cubes	34
9.8.5 Borg Adaptive Shields	35
9.8.6 Retreat from the Borg	35
9.8.7 Destroying a Borg Cube	35
10. INVASIONS	36
10.1 Scoring Hits	36
10.2 Taking Casualties	36
10.2.1 Successful Invasion	36
10.2.1.1 Capturing Research Nodes	36
10.2.1.2 Capturing Starbases and Gorn Wonders	36
10.2.2 Collateral Damage	36
10.2.3 Total Annihilation	36
10.2.3.1 Starbases, Gorn Wonders and Total Annihilation	37
▶ 10.2.3.2 Agents and Total Annihilation	37
10.2.4 Repelled Invasions	37
10.3 Retreating from Invasion	37
▶ 10.3.1 Surrender in Invasions	37
10.4 Combat Continues	37
10.5 Invading Uncontrolled Systems	37
10.6 Reclaiming Borg Worlds	37
10.6.1 No First Strike	37
10.6.2 Borg Planetary Shields	37
10.6.3 Borg and Collateral Damage	37
10.6.4 Rolling Borg Dice	37
10.6.5 Allocating Borg Hits	37
10.6.6 Success	38
11. HEGEMONY	38
11.1 Cost of Hegemony	38
11.2 Hegemony Resistance	38
11.2.1 Player-Controlled System	38
11.2.2 Warp-Capable Civilisations	38
11.3 Making a Hegemony Attempt	38
11.4 Seizing Starbases and Research Nodes	39
▶ 11.5 Surrender to Hegemony	39
12. FLEETS, STARBASES & AGENTS	39
12.1 Forming a Fleet	39

12.1.1 Fleet Type & Strength.....	39	15.3.5 Step IV: Cubes Exploring.....	47
12.1.2 Number of Fleets.....	39	15.3.5.1 Placing Space Lane.....	47
12.1.3 Bonus Fleet Build.....	39	▶ 15.3.5.2 Determining a Random Direction.....	48
12.1.4 Adding & Removing Ships from Fleets.....	39	15.3.5.3 Making a Connection.....	48
12.1.5 Disbanding a Fleet.....	39	15.3.5.4 Placing New System.....	48
12.1.6 Fleets in Space Battles.....	39	15.3.5.5 The Borg and Exploration Cards.....	48
12.2 Starbases.....	39	15.3.5.6 Swinging Systems and Space Lanes.....	49
12.2.1 Commission a Starbase.....	39	15.3.6 Step V: Reassign Target.....	49
12.2.1.1 Maximum Number of Starbases.....	40	15.3.7 Collective Efficiency.....	49
12.2.1.2 Placing Starbases.....	40	15.4 Borg Assimilation.....	50
12.2.2 Capturing Starbases.....	40	15.4.1 The Borg in Invasions.....	50
12.2.3 Starbases and Commands.....	40	▶ 15.4.1.1 Allocating Borg Hits to Structures.....	50
12.2.4 Starbases in Combat and Hegemony.....	40	▶ 15.4.2 Assimilating Starbases.....	51
▶ 12.3 Agents.....	40	15.4.3 Home System Assimilation.....	51
12.3.1 Placing Agents.....	40	▶ 15.4.3.1 Assimilated Players.....	51
12.3.2 Transporting Agents.....	40	15.4.3.2 One with the Collective.....	51
12.3.3 Hunting Agents.....	40	15.4.3.3 Borg Turns.....	51
12.3.3.1 Successful Hunts.....	41	15.5 Borg Escalation.....	51
12.3.3.2 Unsuccessful Hunts.....	41	15.5.1 Borg Attack - Command - Attack.....	51
12.3.4 Trade.....	41	15.5.2 It Takes a Fleet.....	51
12.3.5 Hegemony.....	41	CREDITS.....	52
13. TRADE AGREEMENTS.....	41		
13.1 Giving and Receiving Trade Agreements.....	41		
▶ 13.1.1 Giving and Receiving Trade Agreements.....	41		
13.1.2 Exchanging Trade Agreements.....	41		
13.1.3 Maximum Number of Trade Agreements.....	41		
13.2 Peace.....	41		
13.2.1 Unrestricted Trade Routes.....	41		
13.2.2 Ally Cooperation.....	42		
13.3 Revoking Trade Agreements.....	42		
13.4 Betrayal.....	42		
▶ 13.5 Exhausted Trade Agreements.....	42		
14. RESEARCH.....	43		
▶ 14.1 Launching Projects.....	43		
14.1.1 Maximum Number of Projects.....	43		
14.1.2 Taking Projects from Other Factions.....	43		
14.1.2.1 Invasion or Hegemony.....	43		
14.1.2.2 Special Rules.....	43		
14.1.3 Discarding Projects.....	43		
14.1.3.1 Discarding Projects from Other Factions.....	43		
14.1.3.2 Discarding Borg Tech.....	43		
14.2 Finishing Projects.....	43		
14.3 Effects of Advancements.....	43		
14.3.1 Warp Token Advancements.....	43		
14.3.2 Command Token Advancements.....	43		
14.3.3 Culture Token Advancements.....	43		
14.3.4 Ferengi Espionage.....	44		
14.3.5 Advancements and the Borg.....	44		
14.4 Borg Tech Cards.....	44		
14.4.1 Gaining Borg Tech.....	44		
14.4.1.1 Maximum Number of Borg Tech Projects.....	44		
14.4.2 Using Borg Tech.....	44		
14.5 Exhausted Advancements.....	44		
15. BORG TURN.....	45		
15.1 Borg Building Phase.....	45		
15.1.1 Transwarp Hub.....	45		
15.1.1.1 Cube Already in Hub.....	45		
15.1.1.2 Cube Generation Roll.....	45		
15.1.2 Borg Worlds.....	45		
15.2 Borg Command Phase.....	45		
15.2.1 Determining Cube Order.....	45		
15.2.1.1 No Assimilated Players.....	45		
15.2.1.2 Assimilated Players.....	45		
15.2.2 Activating Cubes.....	45		
15.2.3 Engaging Player Ships.....	46		
15.2.4 Executing Command Cards.....	46		
15.2.4.1 Multiple Movement Commands.....	46		
15.2.5 Assimilation.....	46		
15.3 Borg Movement.....	46		
15.3.1 Executing a Movement Command.....	47		
15.3.1.1 Nearest, Closest and Shortest Path.....	47		
15.3.1.2 Minimum Amount.....	47		
15.3.2 Step I: No Target.....	47		
15.3.3 Step II: Reachable Target.....	47		
15.3.4 Step III: Far Away Target.....	47		

1. ABOUT THESE RULES

"Space: the final frontier.

These are the voyages of the starship Enterprise. Its five-year mission: to explore strange new worlds, to seek out new life and new civilisations, to boldly go where no man has gone before."

Star Trek:Ascendancy is a highly thematic, interactive, expandable and epic 4X (eXplore, eXpand, eXploit, and eXterminate) and negotiation game.

The purpose of the *Unofficial Complete Rulebook* (UCR) is to provide a complete, coherent and balanced set of rules for *Star Trek:Ascendancy*.

To accomplish this the UCR collects all official rules in one place, while also filling in the blanks with its own well tested rules where the official rules don't work, are unbalanced, incomplete or contradictory

The UCR also fully incorporates the best of the many unofficial, fan created expansions.



1.1 VERSION AND COPYRIGHT

This is version 4.0 of the *Unofficial Complete Rulebook* for *Star Trek:Ascendancy*.

The original *Star Trek:Ascendancy* game was designed by Sean Sweigart and Aaron Dill and published by GaleForce Nine (GF9). This version of the rules was re-written, edited and updated by Mattias Elfström and Lou Lessing with support from murphzero and Kieran Symington based on the original work and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of this great game.

Earlier versions of the *Unofficial Complete Rulebook* have also used the talents of Marcin Adamczyk, Davon Collins, Michael Doyle, Jim Everson, Steve Framarin, John Knox, Barry Miller, C David Ross and Martin Stegmark.

The copyright for each variant *Faction* in the Appendices belongs to the individuals who created them. They are credited together with their variant *Faction*.

Special thanks to Steve Framarin and Marcin Adamczyk for their beautiful variant System discs, to Frank Strauss for his great 3D printable variant *Faction* models and to user Mundane on BoardGameGeek for allowing the use of his excellent collection of System trivia used in the Appendices.

The *Unofficial Complete Rulebook*, including the variant *Factions*, was playtested by Anders Andersson, Thomas Averdahl, Michael Doyle, Jeanette Utell Elfström, Mattias Elfström, Daniel Eriksson, Jim Everson, Rasmus Karlsson, Lou Lessing, Tuomas Loippo, Nicholas Madison, Emelie Nordh, Per Samuelsson, Hans Sjögren, Karin Stegmark, Martin Stegmark, Kjell Stridh and the online *Star Trek:Ascendancy* community.

1.2 THE GAME AND ITS EXPANSIONS

The following games, expansions and supplements are worked into the *Unofficial Complete Rulebook*:

- ★ *Star Trek:Ascendancy* (2016)
- ★ *Cardassian Union Expansion Set* (2017)
- ★ *Ferengi Alliance Expansion Set* (2017)
- ★ *Borg Assimilation Expansion Set* (2017)
- ★ *Andorian Empire Expansion Set* (2019)
- ★ *Vulcan High Command Expansion Set* (2019)
- ★ *Updated Rulebook* (2020)
- ★ *Updated Borg Rulebook* (2020)
- ★ *The Dominion War Expansion Set* (2022)
- ★ *Breen Confederacy Expansion Set* (2022)

FAQ and errata from various sources (including the BoardGameGeek site and emails from GF9) were also considered.

In addition to this *The Unofficial Complete Rulebook* contains the rules for the most interesting and well tested community developed variant *Factions*.



1.3 USING THESE RULES

The *Unofficial Complete Rulebook* is intended for experienced players and no attempt has been made to arrange the rules for easy learning. The *Unofficial Complete Rulebook* should however serve as a handy reference for those who are already familiar with how the game works.

These rules were written with the assumption that all expansions are used at the same time (but the game can certainly be played even if you don't have access to all expansions) and that players have played the game several times. For this reason the Advanced Rules *Mystery Turn Order*, *Random Galaxy*, *Unrestricted Trade Routes*, *Humble Beginnings*, *Focused Research* and *Ally Cooperation* have been worked into the text. If

you desire a simpler game, refer to the optional rules [see the Appendices] or use the original game rules.

The *Unofficial Complete Rulebook* is split into this main rules document and two separate Appendices. This allows easier access to the Faction rules and lists of Systems and cards during play.

► 1.3.1 Rules Changes

The *Unofficial Complete Rulebook* generally plays according to the official rules. This version of the UCR goes one step further than earlier versions when it comes to amending the official rules, however. The intention is to provide the most coherent, complete and useful set of rules available for this great game, even if that means departing from the official word. This also has the added benefit of making the rules somewhat shorter.

In many cases official rules clarifications have been contradictory, wrong or created unneeded complication. In some instances there are no official rules to cover certain situations.

Earlier versions of the UCR went to great lengths to point out where variant rules were introduced. For this version, this perspective has been largely removed. It is highly recommended to treat the UCR as a complete replacement to the official rules and not make comparisons or substitutions between the sets.

A longer discussion about rules differences can be found in the Appendices. This also includes design notes that explain why these changes and additions have been made.

For users of earlier versions of the UCR, who don't want to re-read the entire rules set, major changes in this version are noted by a triangle bullet (►) in the header.

1.3.2 Variant Factions

The variant and adapted Factions presented in the Appendices are of course largely invented and have no or little connection to the official rules sources. Any questions on variant Faction rules should therefore be directed to the authors of this work.

1.3.3 Use of Cases

In the *Unofficial Complete Rulebook* the rules are numbered in rules cases. This allows for cross references throughout the rules and should make finding the relevant rules easier. If you are reading the *Unofficial Complete Rulebook* on your iPad the cross references are hyper-linked.

Note that since the Appendices are separate documents references between the documents will not be hyper-linked.

1.3.4 Use of Specific Words

In the *Unofficial Complete Rulebook* special care has been taken to use the defined words [see rule 4.] correctly. This means that the rules have been rephrased in numerous cases.

The words "die" and "dice" are not used the same way throughout the original rules and on the cards. In the *Unofficial Complete Rulebook* the word "die" denotes a single die (singular) while the word "dice" is used when several dice are involved (plural).

The word "turn" is used loosely throughout the original rules. In the *Unofficial Complete Rulebook* care has been taken to use the "Game Round", "Stage", "Phase" and "player or Borg turn" words to refer to the respective parts of the game sequence.

The word "Civilisation" is only used to refer to the Independent Civilisations discovered while exploring. The player controlled "civilisations" are instead referred to as "Factions".

The defined words "Occupy" and "Orbit" are used without regard to their defined meaning in most of the official expansions and in official answers. In these rules this has been corrected wherever needed.

Also note the important timing difference between Issuing and Exhausting Commands.

In many other cases the use of the defined words in rule 4, has been expanded, corrected and tightened up.

1.3.5 Printing the Unofficial Complete Rulebook

To facilitate printing the *Unofficial Complete Rulebook* is available in two versions; an A4 sized version and an ANSI Letter sized version.

The A4 version has been designed to be printed on A3 or A4 paper, four pages to a sheet, and then folded to create an A4 or A5 leaflet.

The *Unofficial Complete Rulebook* is also a joy to read on an iPad.

A version without the page backgrounds can be supplied to those wishing to save printer ink.



2. GAME OVERVIEW

Star Trek: Ascendancy is a big, Galaxy-spanning game that follows the arc of civilisations. Be prepared: this is a long game.

Setting up the game is straightforward. Each player selects a unique Faction from the *Star Trek* Universe and starts with their Home System, some Resource producing Nodes and a few Ships. At the beginning of the game, no Faction has made First Contact and the whole of the Galaxy is yet to be discovered. As you play, you'll discover strange new worlds, explore interstellar phenomena and uncover unknown civilisations.



Star Trek: Ascendancy is played in Game Rounds. Each Round is split into three Stages; the Initiative Stage, the Execution Stage and the Recharge Stage. During the Execution Stage, which is the main Stage of the game, each player gets to build Ships, Nodes, Fleets and Starbases, research Projects and explore the Galaxy while conducting hegemony and attacking or defending against Rivals.



The map grows as players discover new *Star Systems* and connect them with new *Space Lanes*

To complicate matters the Borg, who are not controlled by any player, are a threat to all the denizens of the Galaxy. Where

other civilisations may be open to negotiation, the Borg are single-mindedly dedicated to assimilating every civilisation they encounter into the Collective. The Borg are not colonists or explorers. They are solely focused on absorbing any other civilisation's biological and technological distinctiveness.



The Borg's weapons and shields are among the most advanced known to the Alpha Quadrant. Because the Borg's shields improve after each Combat Round, every battle against a Borg Cube is a race to destroy the Cube before it becomes invulnerable.



"Resistance is futile...You will be assimilated."

The most important activity in the game is the negotiation and deal making taking place between the players. This is also what provides game balance. While playing *Star Trek: Ascendancy* you are primarily playing your opponents, as opposed to playing the mechanisms of the game.

The game ends when a player fulfills the victory conditions or if the Borg defeat all players.

2.1 NUMBER OF PLAYERS

Using the *Unofficial Complete Rulebook*, *Star Trek: Ascendancy* can be played by one or more players (a minimum of four is however a strong recommendation). The maximum number of players is dependent on how many Factions are available. The UCR Appendices have rules for fourteen playable Factions, making it possible to play very large games.

Games with more than eight players may be unwieldy (but not impossible) to play face to face, but works quite well played through email or using other online methods.

2.1.1 The Solo & Two Player Games

Optionally the game can be played solo or by two players.

The *Star Trek: Ascendancy* game is first and foremost a negotiation game where many of the interesting decisions points appear in the interaction with the other players. The game is self balancing in the sense that players have to judge who is in the lead and act

accordingly. In a solo or two-player game [see the Appendices] these aspects are removed and the game is turned into a tactical wargame where resource growth will be dependent on random factors. In a solo or two player game the Borg are always in play from the start and will complicate the tactical situation.

2.2 PLAYING TIME

With experienced players, a game of *Star Trek: Ascendancy* will take about one to two hours per player plus up to another hour if you use the Borg. Your first few games will be longer.

Playing time can be varied by using the Starting Levels presented in rule 5.8.

2.3 WINNING THE GAME

There are several different paths to winning the game. You can win the game by becoming the most ascendant civilisation in the Galaxy, by militarily dominating your Rivals or by fulfilling your Faction specific victory conditions (see the Appendices). The game can also be lost by all players to the Borg.

A player victory is always determined in the Victory Check during the Recharge Stage [rule 6.3.1].

Players must always Control their Home Systems in order to win.

2.3.1 Ascendancy Victory

At the end of a Game Round, a player who both Controls their Home System and has five Ascendancy tokens wins the game (note that some Factions may have Special Rules that remove the Ascendancy victory condition). They have established their cultural dominance over the Galaxy.



An Ascendancy token may be purchased any time on your turn, by paying five Culture tokens.

2.3.2 Supremacy Victory

At the end of a Game Round, if a player Controls three Home Systems, one of which must be their own, that player has dominated the Galaxy and wins the game.

Note that Home Systems of Assimilated and Exterminated players still count as Home Systems for purposes of this rule.

2.3.3 Faction Specific Victory

Some Factions have Faction specific victory conditions (see the Appendices) in addition to the standard victory conditions. During the Victory Check at the end of a Game Round, if a player has achieved their Faction specific victory conditions and Controls their Home System (which may have changed during the game through various Special Rules), they score a Faction Victory.

2.3.4 Winning and Losing vs. Borg

The Borg are not controlled by a player, but represent a threat to all the players. If, at any point, the Borg have five Spires in play and need to place a sixth, the Borg have defeated the players. The Borg have also conquered the Galaxy and all the players have lost if all players are Assimilated [see rule 15.4.3]. Civilisation may survive in small pockets of futile resistance, but the Borg have become too strong to stop.

To win the game, players need to fulfill their victory conditions while holding back the Borg threat. If there is only one player left who hasn't been Assimilated, they'll need to win before they are absorbed by the Collective!



2.3.5 Tied Victories

At the end of a Game Round, if two or more players have achieved Victory, the player (or group of players in case of a Dominion Alliance victory) who Controls the most Systems wins. If it's still a tie, all tying civilisations have risen to greatness and the players share the victory.

2.4 STARFLEET ETHICS

Star Trek: Ascendancy is a competitive game, with every player trying to dominate, destroy and absorb their Rivals. Don't pull out your bat'leth when someone invades your Home System - it's all in the spirit of the game.

Similarly, if your Faction is running roughshod over the Galaxy, try to maintain Picard-level aplomb as you become the Ascendant power in the Galaxy.

3. GAME COMPONENTS

The following is an overview of the different components available in the complete game. A list of all components (including all expansions and supplements) is found in the Appendices.

3.1 RULEBOOKS

Although there are several rulebooks in the various expansions the *Unofficial Complete Rulebook* replaces them all and they should be ignored when playing with these rules.

3.2 SYSTEM DISCS

The game map is made up of round System discs Connected to other Systems via Space Lanes [see rule 3.3] of different lengths.

All System discs from all expansions are used irrespective of number of players, except Home Systems (which have Faction specific backs rather than the generic "Unexplored" back) of Factions not in play.¹

Each System disc counts as one Sector.

Refer to the Appendices for a list of all Systems.



► 3.2.1 The Alpha/Beta and Gamma Quadrants

Apart from the Home System discs, there are two sets of System discs; Alpha/Beta Quadrant discs with blue backs and Gamma Quadrant discs with green backs and a Gamma Quadrant symbol on their fronts. These two sets are kept separate and are used to build different parts of the Galaxy [see rule 8.6].

3.2.2 System Disc Features

There are three types of System discs; Planets, Phenomena and the Transwarp Hub. All System discs have a maximum number of Space Lanes that may be Attached to them noted in the lower part of the discs.

Each Planetary System notes the name of the planet and its Capacity to hold Resource Nodes, shown as coloured tabs next to the planet. As Nodes are built they should be placed in the matching Site outline (unless Special Rules allow another

placement) on the planet illustration. All Home Systems are Planetary Systems.

Each Phenomenon has a name and spaces for one or more Research tokens. Some Phenomena also have unique Special Rules as noted on the disc.

Both Planets and Phenomena may be Hazardous. If they are, they have an alert symbol at the top of the disc.



The Idran-Bajoran Wormhole Systems piece from the Dominion War expansion is not used while playing under these rules.

► 3.2.3 Bajor and Idran

When playing with the UCR, the Idran-Bajoran Wormhole Systems piece (from the Dominion War expansion) is not used. Remove it from the game.

The Idran-Bajoran Wormhole Systems piece is replaced with the separate Idran disc (available in the UCR files) and one of the three Bajor System discs (one is included in the Cardassian expansion and the other two in the UCR files). See the Dominion Faction rules in the Appendices for their set up.

► 3.2.4 Other Removed System Discs

Remove the Great Link System (from the Dominion War expansion) and the UCR3 Omarion Nebula System from the game and replace the latter with the UCR4 version.

3.3 SPACE LANES

The Space Lanes Attach to the System discs to form the game map. Each time a new Space Lane is placed, roll the Space Lane die to determine its length.

Space Lanes contain between two and four Sectors.

3.4 COMMAND CONSOLES

Each Faction has its own unique Command Console.

3.4.1 Faction Command Consoles

The Command Consoles include each Faction's Special Rules, track Weapon Level and Shield Level and have a place to put the Reserve of Resource tokens.

¹ Design note: Generally there should be at least ten System discs (including Home Systems) per Faction available in the game. Since all official Factions come with ten System discs each, this is most often only a concern if you use variant Factions or if you play on a very large area.



Federation Command Console

The Command Consoles for all Factions are shown in the Appendices.

3.4.2 Borg Console Card & Cube Card

The Borg Console gives the rules for a Borg turn and tracks the Borg's Weapon Level. The Cube card is for when Borg Cubes engage in Space Battles and Planetary Invasions.



Borg Command Console



Borg Cube Card

3.5 CARDS

Several different decks of cards are used in the game.

► 3.5.1 Turn Order Cards

The Turn Order cards (available in the UCR files) are marked with a number from "1" to "17" or, in one case, with a Borg symbol. Each Game Round players compete for the initiative. Turn Order cards indicate order of play.

Turn Order cards are generally kept secret from Rivals until used. They are reused every Game Round and are never discarded [see rule 6.1].

3.5.2 Exploration Cards



As you explore the Galaxy, you'll encounter a wide variety of discoveries, crises and strange new civilisations. When you discover a new Planetary System, draw an Exploration card to see what you've found.

All Exploration cards from all expansions are used at all player counts (except in a solo game [see the Appendices]).

Discarded Exploration cards are placed in a face up discard pile, except for Ally cards [see rule 8.8.3], which are returned to the bottom of the deck, and the Writ of Accountability, which is reshuffled back into the deck (without reshuffling the discard pile).

For a list of all Exploration cards see the Appendices.

3.5.3 Borg Cards

If the Borg are in play two decks of cards are used:

3.5.3.1 Borg Command Cards

Borg Command cards direct the Cubes' movement during the Borg's turn and designate the type of System each Cube targets.

Discard used Command cards in a discard pile. Reshuffle the Borg Command cards when all have been used and the Borg need to draw more.

When the Command deck is reshuffled the Borg will Escalate in accordance with rule 15.5.

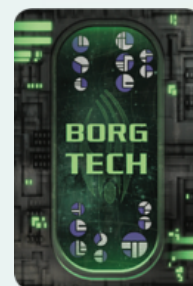
For a list of all Borg Command cards see the Appendices.

3.5.3.2 Borg Tech Cards

Players claim Borg Tech cards when they defeat the Borg in Combat. The more Borg technology you acquire, the better you will fare against the Borg.

When discarding a Borg Tech card, place it at the bottom of the Borg Tech deck.

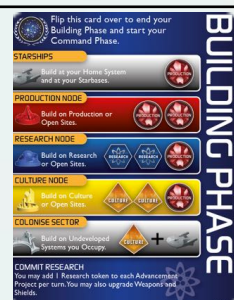
For a list of all Borg Tech cards see the Appendices.



3.5.4 Player Turn Summary Cards

Each Faction has their own Player Turn Summary card.

Note that some cards are different from others to reflect the Special Rules of that particular Faction.



3.5.5 Trade Agreement Cards

Each Faction has three Trade Agreement cards they may give to the other players to represent peaceful commerce between their Factions. Each Trade Agreement you receive from another player increases your Resource generation each Game Round [see rule 6.3.2.2] and determines the Peaceful and Hostile status of the Factions.



3.5.6 Advancement Cards

Advancement cards detail a variety of cultural and technological achievements which can be completed. Each Faction has a unique Advancement deck.

Discarded Advancement cards go back to the deck of the original owner.

For a list of all Advancement cards see the Appendices.

3.5.7 Fleet Cards

Each Faction has unique Fleet cards, often with Special Rules. Fleet cards hold groups of three or more Ships.

For a list of all Fleet cards see the Appendices.

Note that some Fleet cards don't have the highlight to indicate the minimum Fleet Size of three Ships. This has no bearing on the rules and should be ignored.

3.5.8 Faction Specific Cards

Some Factions have access to unique cards and in some cases certain cards are added to the game, provided a specific Faction is in play.

Detailed descriptions of these cards are in the Appendices.



3.5.9 Alliance Selection, Alliance and Resistance Cards

The Alliance Selection, Alliance, and Resistance cards allow you to play the official Dominion War variant from the Dominion War expansion. The Dominion War variant has not been tested for use with the UCR. Use the official Dominion War rules for this. If you are playing with the UCR, remove these cards from the game.

3.6 PLAYING PIECES

There is a large number of plastic playing pieces available in the complete game. Playing pieces for the variant Factions must be obtained separately.²

3.6.1 Ships

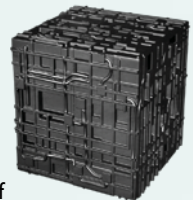
Each Faction has their own Starships (Ships for short) which explore the Galaxy, attack Rivals and defend their Systems.



Each Faction can build an unlimited amount of Ships and is not limited by the amount included in the game. Use any convenient substitute if you run out.³

3.6.1.1 Borg Cubes

Monolithic, geometric monstrosities capable of defeating fleets of Ships, Borg Cubes are a force to be feared. They count as Ships.



There is no limit to how many Cubes can be in play. Use any convenient substitute if you run out.

Cubes that are still atop Spires [see rule 15.1.2] count as Structures but not as Ships.

3.6.2 Fleet Markers

Each Faction has three (or more) numbered Fleet markers.

When Ships are placed on a Fleet card the Fleet marker shows the Fleet's position on the map.

3.6.3 Control Nodes

Control Nodes are placed on a System's Planet to mark which Faction Controls the System.

Control Nodes count as both Nodes and Structures.



Each Faction can build an unlimited amount of Control Nodes and is not limited by the amount included in the game. Use any convenient substitute if you run out.⁴

3.6.3.1 Borg Spires

Borg Spires mark Systems under Borg Control. Over the course of the game, Borg Spires will build new Borg Cubes.



Borg Spires count as Control Nodes and Structures.

²Tip: You may find 3D print files for the variant Factions or you may use repainted models from the official Factions.

³Tip: In almost all cases you will have enough Ships if you have 45 for each Faction. If you run out anyway you can place Production tokens under single Ship models to signify additional Ships. This also has the added benefit of freeing up space on the map.

⁴Tip: In almost all cases you will have enough Control Nodes if you have 15 for each Faction.

3.6.4 Starbase Models

Starbases allow you to build Ships and Commission Fleets. Starbases also fight in Space Battles and Planetary Invasions and make it more difficult for a Rival to attempt Hegemony. Each Starbase you Control also increases your Commands by one.

Starbases count as Structures.

Most Factions (but not the Bajorans, Gorn, Orions or Vulcans) can Commission up to three Starbases, and never more than the number of Ascendancy tokens they have.

To keep to this limit, don't use both the Faction Starbase models and Starbase tokens [see rule 3.7.5] at the same time.

Note however that all Factions can Control any number of Starbases that they take over.

► 3.6.4.1 Neutral Starbases

Two versions of the Bajor System and the Empok Nor Exploration card place Starbases on the map. These may be Uncontrolled when they enter play. Any unused Starbase models can be used to represent them.

► 3.6.5 Agents

There are several different types of Agents in the game; Bajoran Resistance Fighters, Dominion Changelings, Orion Slave Girls and Vulcan Ambassadors. These are represented by specific models and governed by both general and Faction unique rules [see rule 12, and the Faction rules in the Appendices].

The number of available models is not a limit to the number of Agents that can be in play.

3.6.6 Resource Nodes

Resource Nodes are built on Planets and are used to generate Resources during the Recharge Stage [see rule 6.3]. The available Resource Node models are not intended as a limit to how many can be built.

All Resource Nodes count as Nodes and Structures.

3.6.6.1 Production Nodes

Production Nodes generate Production during the Recharge Stage.

3.6.6.2 Research Nodes

Research Nodes generate Research during the Recharge Stage.

3.6.6.3 Culture Nodes

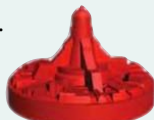
Culture Nodes generate Culture during the Recharge Stage.

3.6.7 Borg Assimilation Nodes

Borg Assimilation Nodes are built around Spires. Built Nodes indicate how close the Spire is to completing a new Borg Cube and track that Borg World's current Shield Level. The available Assimilation Node models are not intended as a limit to how many can be built.

Borg Assimilation Nodes count as Nodes and Structures.

Borg Assimilation Nodes also have a dual use to track the current Shield Level on the Borg Cube card during Combat.



3.7 TOKENS

3.7.1 Ascendancy Tokens

Ascendancy tokens track how dominant each Faction is. The first player to achieve five Ascendancy wins the game [see rule 2.3]. The number of Ascendancy tokens a player has also limits the number of Fleets and Starbases they can have in play.

An Ascendancy token may be purchased any time on your turn, by paying five Culture tokens.

Ascendancy tokens should be placed so that all players can see how many each player currently has.



3.7.2 Warp Tokens

Warp tokens indicate how far your Ships can travel at Warp and indicate where your Ships entered Warp.

They also have a dual use to indicate the level of Warp-Capable Civilisations [see rule 8.8.5.2].

The counter mix is not intended as a limit to how many Warp tokens can be in play at the same time.

Tip: Warp tokens can also be used to remind players how many Attachments are left to be filled on a System disc [see the footnote to rule 8.6.1.1].



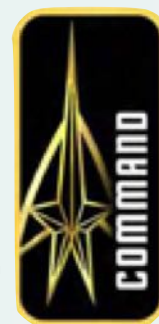
3.7.3 Command Tokens

Command tokens indicate how many orders you may issue on your turn.

Command tokens are double sided. The Exhausted side indicates that the Command has been used this Game Round and can not be used until Refreshed during the Recharge Stage.

Starbases you Control increase your available Commands by one each. Completing an Advancement which pictures a Command token also increases your available Commands by one.

Any time you gain a new Command, it starts play Exhausted and will be Refreshed at the end of the Game Round.



3.7.4 Resource Tokens



The Resource tokens are used to indicate how much each Faction has generated of each Resource type; Culture, Production and Research.

Each Faction keeps their Reserve of Resource tokens openly on their Command Console.

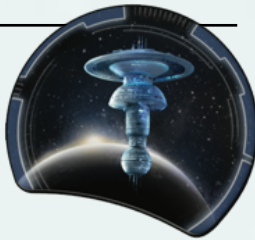
Resource tokens are also used to mark Pre-Warp Civilisations on the map [see rule 8.8.5.1].

The counter mix is not intended as a limit to how many Resource tokens can be in play at the same time.

3.7.5 Starbase Tokens

The Starbase tokens represent the same thing as the models in rule 3.6.4.

Each Faction capable of Commissioning Starbases is limited to Commissioning three Starbases; don't use both the models and tokens at the same time.



3.7.6 Wormhole Tokens

There are four pairs of Wormhole tokens (marked α , β , γ and δ respectively); one pair is used for Bajor and Idran, two for the Stable Wormhole Phenomena and the fourth for an Advancement.



3.7.7 Hazard Tokens

Hazard tokens are used to mark Systems that have a modified Hazard Level.

The counter mix is not intended as a limit to how many Hazard tokens can be in play at the same time.



3.7.8 Borg Tokens

The Borg Activation tokens are used to mark Borg Cubes that have been Activated during the Borg turn.

The Borg Activation tokens have a secondary use to indicate the delay before the *Transwarp Hub* starts to generate Borg Cubes [see rule 5.8.1.5]. When used like this they are referred to as Delay tokens.



They also have a tertiary use to keep track of how quickly the *Transwarp Hub* generates new Borg Cubes. When used like this they are referred to as Cube Generation tokens [see rule 15.1.1].

The counter mix is not intended as a limit to how many Borg tokens can be in play at the same time.

3.7.9 Faction Specific Tokens

Various Factions make use of several different types of unique tokens. These are all detailed in the appropriate part of the Appendices.



3.8 DICE

A Space Lane die (numbered 2, 2, 3, 3, 4, 4) is used to determine the length of a new Space Lane.⁵

The standard dice and Faction specific dice (numbered 1, 2, 3, 4, 5, 6) are used in Combat, Hegemony and various other tests.

The Borg dice (numbered 1, 2, 3, 4, 5, 6) are used by Borg Cubes in Combat.

3.9 OTHER PLAY AIDS

Other useful play aids include the Initiative and Recharge Stage summary card and the Borg flow chart (both available in the UCR files).

4. DEFINITIONS AND GLOSSARY

The following words are used throughout the rules and on the cards to refer to specific game functions. They should be thoroughly understood since many rules rely on their precise implementation. When they appear in the rules they are Capitalised, underscored and hyper-linked to their definition (except when they appear in titles, lists, examples or footnotes).

Adjacent: Sectors right next to each other and sharing a common border are Adjacent. Space Battles usually, but not always, takes place between Adjacent Sectors.

Attached: Space Lanes and Systems are Attached to each other where the game pieces physically touch.

► **Betrayal:** Betrayal is the act of Attacking (in a Space Battle or Planetary Invasion) a Rival whose Trade Agreement (provided it is not Exhausted) you hold. Hegemony is never considered

Betrayal. When you Betray a Rival you have to immediately return their Trade Agreement. See also rule 13.4.

Capacity: The potential of a Planetary System to hold Resource Nodes. Planetary Systems can generally hold one or more Resource Nodes.

► **Cloaked:** Some Advancements or other rules give Ships the Cloaked Special Rule. Cloaked Ships can move into or through Sectors with Rival Ships regardless of whether they are Hostile or Peaceful.

Combat: Combat refers to both Space Battles between Ships and Planetary Invasions.

Combat Round: Space Battles and Invasions are fought over a number of Combat Rounds where you score Hits and take Casualties and may surrender (only in Invasions) or Retreat.

⁵ Tip: The Space Lane die can be substituted with a standard die if needed. If so, a roll of 1 or 2 generates a 2-length Space Lane, a roll of 3 or 4 a 3-length and a roll of 5 or 6 a 4-length.

Connected: Systems are considered Connected when they are joined by a contiguous series of Adjacent Sectors through Systems and Space Lanes.

Note that Transwarp Conduits create Virtual Adjacencies that can be part of a Connection (since they make Sectors Adjacent).

Also note the difference between Connected and Attached.



Control: Control Nodes mark who Controls which System. Control of a System is gained through Colonisation, Invasion or Hegemony. A Starbase or Gorn Wonder is Controlled if the System it is in is Controlled. Phenomena and Space Lane Sectors are never Controlled. Systems without Control Nodes are Uncontrolled.

Developed: A Planetary System is Developed when it contains one or more Nodes. A System with no Nodes is considered Undeveloped. Starbases are not Nodes.

Systems with a Borg Spire do not count as “Developed Systems” when determining where to move a Borg Cube [see rule 15.3].

Exhausted: Cards or tokens that are face-down are Exhausted. Exhausted cards and tokens can not be used until they are Refreshed (flipped face-up). When a card is Exhausted, it is temporarily out of the game until it is Refreshed in the Recharge Stage at the end of the Game Round. Exhausted cards can not be used in any way; Exhausted Advancements don't increase the Warp distance of your Ships, Exhausted Trade Agreements may not be revoked, discarded, traded, etc. You are also no longer at Peace with someone whose Trade Agreement you hold while it is Exhausted.

► **Explored:** A System is Explored if it is placed on the board and has no unrevealed Exploration card on it [see rule 8.7.1].

Faction: A Faction is one of the player controlled civilisations; Andorians, Bajorans, Breen, Cardassians, Dominion, Federation, Ferengi, Gorn, Klingons, Orions, Romulans, Terrans, Tholians or Vulcans [see the Appendices]. Each Faction is associated with a Command Console, a deck of Advancements, a set of Fleets, a set of Trade Agreements and a set of coloured playing pieces. The Borg are not a Faction.

► **Faction Supply:** The Faction Specific Ships, Agents, Control Nodes, Starbases and other components and tokens that each player has, constitutes their Faction Supply. The components in the Faction Supply may be considered unlimited or limited depending on which component is concerned. Also see the General Supply.

First Contact: A Faction is considered to have made First Contact once their Home System is Connected to another player's Home System via Space Lanes and Systems. Once a Faction's Home System is Connected to any Borg Cube or World, that Faction is also considered to have made First Contact and may start bidding for turn order.

First Strike: Some Advancements or other rules give Ships or Nodes First Strike. In the first Round of a Combat, when your Ships have First Strike, your opponent must Take Casualties before rolling to Hit with their Ships. First Strike is only used in the initial Round of a Combat, unless specifically noted otherwise.

First Strike does not grant an extra Attack before Combat begins, it forces your opponent to Take Casualties before firing back, in the first Combat Round. If both sides have First Strike, neither may use it.

For example, six Romulan Ships with First Strike attack four Federation Ships. The Romulans score two Hits, destroying two Federation Ships. The remaining two Federation Ships score a Hit. In the second Combat Round, the remaining five Romulan Ships and two Federation Ships will roll to Hit and Take Casualties simultaneously, as normal.

Fleet Limit: Your Fleet Limit is equal to your Ascendancy. When you Commission Fleets [see rule 12.1], you may not Commission Fleets beyond your Fleet Limit. If your Fleet Limit is decreased for any reason, you are not obliged to disband Fleets, but you are prevented from creating new Fleets. Some Special Rules may increase your Fleet Limit.

Fleet Size: Maximum Fleet Size is indicated on the Fleet cards with boxes for each Ship. You may not add Ships beyond the maximum Fleet Size. If the maximum Fleet Size of a Fleet is decreased for any reason, you are not obliged to remove Ships from that Fleet, but you are prevented from adding more. Some Special Rules may change the maximum Fleet Size of different Fleets.

Game Round: *Star Trek: Ascendancy* is played in a series of Game Rounds. Each Game Round consists of three Stages: Initiative, Execution and Recharge.

► **General Supply:** The shared Resource Nodes and tokens in the box that have not been built or earned by the players constitutes the General Supply. The General Supply is considered to be unlimited. Also see the Faction Supply.

Home System: The System with which a Faction begins the game. You may build Ships and Commission Fleets in your own Home System, whether or not there is a Starbase there, provided you Control it. This is not true of a Rival's Home System, if you take Control of it.

Each Faction usually has one Home System (and never more than one), but which System that is may change through the use of Special Rules.

Systems with a Borg Spire do not count as Home Systems when determining where to move a Borg Cube [see rule 15.3].

Hostile: Rivals and their Ships are considered Hostile when you don't hold one of their Trade Agreements (or if the Trade Agreement you hold is Exhausted). The Borg are always Hostile to all Factions.

► **Independent:** An Independent System is an Uncontrolled Planetary System with either one or more Resource Nodes and one or more Warp tokens (if it is Warp-Capable), or any number of Resource tokens (if it is Pre-Warp). Also see rule 8.8.5.

Issue Command: During the Command Phase of your player Turn you may Issue Commands to perform various actions [see rule 6.2.2]. When a Command is Issued a Command token is Exhausted. You may only ever Issue Commands during your Command Phase, but some Special Rules may allow (or force) you to Exhaust Commands at other times for specific purposes.

Node: A Structure built on a Planet's surface. This includes Resource Nodes, Control Nodes and Borg Assimilation Nodes. Starbases and Borg Cubes atop Borg Spires are not Nodes.

Occupy: A Sector is Occupied by a Faction or the Borg if no other Rival has Ships in that Sector.

Orbit: Any Ship present in a Planetary System is in Orbit; whether or not the System contains Rival Ships. Ships at Warp are never in Orbit.

Peace/Peaceful: You are at Peace with any Rival whose Trade Agreement you hold (unless the Trade Agreement you hold is Exhausted) and their Ships are considered Peaceful.

Project: Each Faction has a unique deck of Advancement cards containing a variety of technological and civil achievements. An Advancement card that is not yet completed is considered a Project. During each player's Building Phase, they may add one Resource (often Research - but some Advancements use other Resources) token to each of their Projects.

Refresh: When you Refresh a card or token you flip an Exhausted (face-down) game piece face up.

Re-Roll: Some rules allow you to roll a die again. You may not use a single rule to Re-Roll the same die multiple times. If you have multiple rules that allow you to Re-Roll dice, you may use different rules to Re-Roll the same die multiple times, but only once per rule.

Reserves: The Resources a Faction holds on its Command Console but have not yet spent.

Resources: Production, Research and Culture are Resources. Ships, Fleets, Nodes, Starbases, Command tokens, Warp tokens and Ascendancy tokens are not Resources.

Rival: All Factions and the Borg are all each other's Rivals.

Sector: Any spot on the map in which a Ship can be placed. A System disc counts as a single Sector; Space Lanes are divided into 2, 3, or 4 separate Sectors.

Shield Level: Your Shield Level is tracked on your Command Console. The higher your Shield Level, the bigger the modifier. Special Rules may modify Shield Level up or down, but never below a minimum of 0.

Site: Sites are the circular markings on Planetary Systems where Resource Nodes are built. Note that each Site is colour coded to which Node may be built there and that the colours match the Capacity of the System.



► **Special Rules:** Special Rules may appear on System discs, Command Consoles, Fleet cards, Advancement cards and other cards. They often provide a benefit or limitation that is only useable by the owning Faction and/or under special circumstances. Special Rules generally override other game rules when there is a conflict.

When Special Rules are usable should be obvious from the card. Unless they need Commands to be Issued or say otherwise, Special Rules are generally always in effect.

Special Rules requiring a Command to be Issued may be used multiple times as long as you have Commands remaining, but only during the Command Phase of the user's turn.

Special Rules requiring a Command to be Exhausted can be used repeatedly and at any time as long as you have Commands remaining.

Some cards' Special Rules will instruct you to Exhaust the card itself. To Exhaust a card, flip the card face down. Abilities that require you to Exhaust the card can only be used once per Game Round. Exhausted cards are Refreshed at the end of each Game Round, during the Recharge Stage.

Some Special Rules require you to spend Resources. These Special Rules can be used repeatedly as long as you have Resources to spend.

Special Rules that instruct you to Discard the card itself can be used once. They may be used again if the same card comes back into play.

Some Special Rules apply in certain locations as described on the System or card.

► **Structure:** The following physical items placed in Systems are considered Structures: Resource Nodes, Control Nodes, Borg Assimilation Nodes, Borg Cubes atop Borg Spires, Starbases and Gorn Wonders. Agents are normally not considered Structures, but Special Rules may change this.

Target: A Target is a Sector with a Borg World, Rival Ship or Fleet, Developed System, Starbase or Home System as indicated by a Borg Movement Command card or a Sector with a player Ship or another Borg Cube after Target Reassignment. [see rule 15.3.6].

► **Transport:** Game pieces that are Transported are picked up from the map and placed in a new position regardless of blocking Ships. Sometimes Transporting pieces may also disregard map Connections, but this is noted in each instance.

► **Transporter Range:** Transporting pieces on the map may be done over an unlimited range, but can also be limited by specific rules. Normally the Transporter Range of any Agent is through one Space Lane (or Virtual Adjacency) to the next Planetary System. Transporter Range may be increased by Special Rules.

► **Uncontrolled:** A System is Uncontrolled if it doesn't have a Control Node. A Starbase or Gorn Wonder is Uncontrolled if the System it is in is Uncontrolled. Phenomena and Space Lane Sectors are always Uncontrolled.

Undeveloped: A Planetary System with no Nodes is considered Undeveloped. Starbases are not Nodes.

► **Unexplored:** A System is Unexplored if it is still in the System disc stack or if it has an unrevealed Exploration card on it [see rule 8.7.1].

Virtual Adjacency: Virtual Adjacencies are created by various game effects (the *Transwarp Conduits*, *Wormholes* and *Rifts* for example). A *Sector* that is Virtually Adjacent to another is considered Adjacent to that *Sector* for all game purposes - any Ship (including Borg Cubes) can move between Virtually Adjacent Sectors at Warp or Impulse, Space Battles can be fought across Virtual Adjacencies, Trade Agreements can be exchanged, etc. Virtual Adjacencies are not Space Lanes and don't count against the maximum number of Space Lanes Attached to a System and don't affect which Systems are Floating or Fixed.

Warp Range: The Warp Range of a Ship is the Warp distance it could move if it was Issued a Command to exit Warp, taking blocking *Hostile Ships* and other movement limitations into consideration. Ships not at Warp are considered to have a Warp

Range equal to the number of Warp icons pictured on the owner's *Advancements* plus one (but are still limited by *Hostile Ships* etc). Borg Cubes have a Warp Range equal to the Warp distance it could move based on its Command card and blocking Ships.

Weapon Level: Your Weapon Level is tracked on your Command Console. The higher your Weapon Level, the easier to score a Hit. Special Rules may modify Weapon Level up or down ("+1 Weapons" means you Hit on a lower die roll). Such modifiers may make it impossible (7+) or certain (1+) that a given roll will Hit - there is no minimum or maximum.

5. SETTING UP

"It's not safe out here. It's wondrous, with treasures to satiate desires both subtle and gross. But it's not for the timid."—Q

The *Unofficial Complete Rulebook* uses a flexible set up for *Star Trek: Ascendancy*. This set up can be further modified by using the optional rules collected in the Appendices.

The game is set up according to the following sequence.

Setup Sequence:

- 1) Select Options [5.1]
- 2) Determine Playing Area [5.2]
- 3) Set Up the Borg [5.3]
- 4) Set Up System Discs & Exploration Cards [5.4]
- 5) Prepare Cards, Tokens and Dice [5.5]
- 6) Select Factions [5.6]
- 7) Player Set Up [5.7]
- 8) Starting Level [5.8]

5.1 SELECT OPTIONS

Star Trek: Ascendancy can be played with various optional rules.

When playing with the *Unofficial Complete Rulebook* all original Advanced Rules are in play by default and the rules are written with that assumption. Some of the optional rules may change this in order to create a simpler or more challenging game or to adapt the playing time.

Determine which optional rules (if any) will be in play before the game starts.

See the Appendices for a collection of optional rules.

5.2 DETERMINE PLAYING AREA

Star Trek: Ascendancy uses an organic, growing map that can be played on any shape of table.

5.2.1 Size of Playing Area

Before the game begins, decide the borders of the playing area. A 40" (about 100 cm) circular or a 36" (about 90 cm) square (the size of the official play mat) Playing Area works well for games with up to four or five players.

Note: If you don't have a 36-40" Playing Area available the size of the Playing Area can be shrunk or adapted, but games with high player counts may be chaotic.

If you have more than 40" available you may be tempted to add space behind each *Home System* to allow for a "safe zone". This is generally not recommended as it will delay direct interaction.

The Appendices show suggested layouts for the Playing Area.

► 5.2.2 The Gamma Quadrant Playing Area

The Gamma Quadrant may be in play from the start of the game if the *Dominion Faction* is in play. See the *Dominion Faction* rules in the Appendices for details on its set up.

5.2.3 Limit of Playing Area

During the game no map elements (Systems and Space Lanes) may be placed outside the designated Playing Area.

If this means a Space Lane or System can't be placed, the moving Ship immediately ends its movement where it is. It may be Issued another Command to move again.

► 5.3 SET UP THE BORG

The Borg have a high impact on the game. The *Unofficial Complete Rulebook* allows for five different levels of Borg involvement.

Note: Since the Borg expansion was released before the Exploration deck and System disc stack were increased by expansions and variant cards and discs, players may want to add more Borg cards and discs depending on how many expansions are included. Additional Borg components can be added from a second Borg expansion.

When the Borg were released, the Exploration deck had 80 cards and the Borg expansion added 20. With the later expansions the Exploration deck grew by 50 cards. This means that if you want to keep the proportions of Borg cards you may want to add a second batch of 10-20 Borg Exploration cards. In a similar manner there were 50 System discs when the Borg expansion was added. With an additional 70 or so Systems from expansions and the UCR you may want to have up to four Transwarp Conduits rather than just the original two.

If you don't have access to a second Borg expansion you may want to limit the number of available non-Borg Exploration cards to about 80 and System discs to about 50.

5.3.1 No Borg

Playing the game without any chance of the Borg appearing will provide a shorter game.

Remove the Borg Exploration, Command and Tech Cards as well as the three Borg System discs (the *Transwarp Hub* and the two *Transwarp Conduits*) from the game.

5.3.2 Some Borg

Playing the game with some Borg will make the Borg threat lesser and they may not appear at all. Depending on which cards and Systems are drawn the game may be shortened.

Remove the 10 red Borg Exploration cards and the 5 red Borg Command cards as well as the *Transwarp Hub* System disc from the game. Shuffle the two *Transwarp Conduits* in with the main stack of other System discs.

5.3.3 Delta Quadrant Probe

Playing the game with the *Delta Quadrant Probe* will likely provide a Borg threat. Depending on which cards and Systems are drawn 30-60 minutes of game time may be added.

To further customise the Borg threat the *Delta Quadrant Probe* can be played at two different levels:

5.3.3.1 Minor Delta Quadrant Probe

Shuffle the two *Transwarp Conduits* in with the main stack of other System discs, but remove the *Transwarp Hub* from the game. Use all Borg Command and Exploration cards.

5.3.3.2 Major Delta Quadrant Probe

Shuffle the *Transwarp Hub* and the two *Transwarp Conduits* in with the main stack of other System discs. Use all Borg Command and Exploration cards.

5.3.4 Delta Quadrant Connection

Playing the game with the *Delta Quadrant Connection* ensures a dangerous Borg threat. This will likely add about 60 minutes of game time.

Place the *Transwarp Hub* System disc in the centre of the Playing Area. Shuffle the two *Transwarp Conduits* in with the main stack of other System discs. Use all Borg Command and Exploration cards.



5.3.4.1 The Transwarp Hub

The *Transwarp Hub* is considered to be a Fixed System [see rule 8.6.3.1] when in play from the start of the game.

5.3.5 Borg Console and Cards

Unless playing with no Borg, thoroughly shuffle the decks of Borg Command cards and Borg Tech cards and place them backside up next to the Playing Area.

Place the Borg Command Console and Cube card somewhere on the table where everyone can see them.



Borg Threat Level Summary					
Borg Level	Playing Time Added	Transwarp Hub	Transwarp Conduits	Borg Command Cards	Borg Exploration Cards
No Borg	✓	✓	✓	✓	✓
Some Borg	30 mins	✓	2	Remove 5 Red	Remove 10 Red
Minor Delta Quadrant Probe	30-60 mins	✓	2	All	All
Major Delta Quadrant Probe	30-60 mins	In Stack	2	All	All
Delta Quadrant Connection	60 mins	In Play	2	All	All

The Borg Threat Level Summary gives an overview of how the game is set up at different levels of Borg involvement.

► 5.4 SET UP SYSTEM DISCS & EXPLORATION CARDS

The stacks of System discs and the Exploration card deck are prepared as outlined below.

5.4.1 System Disc Stacks

Put the *Home System* discs to the side and mix all Alpha/Beta Quadrant System discs (including any Borg Systems in use), backside up, into an Alpha/Beta System disc stack.

Do the same for Gamma Quadrant System discs, creating a separate System disc stack for them.

5.4.2 Exploration Deck

Mix all Exploration cards (including any Borg Exploration cards in use), backside up, into an Exploration deck.

► 5.5 PREPARE CARDS, TOKENS AND DICE

Put the special Borg Turn Order card to the side but use all other Turn Order cards as described in rule 6.1.2].

Place all of the general dice, game pieces, tokens and other counters in piles that everyone can reach near the Playing Area.

The Faction specific dice and other Faction specific components are distributed to the players or set up after *Factions* have been selected.

5.6 SELECT FACTIONS

The *Factions* and their relative starting positions can be selected in any mutually agreed way. If you want you can use the Turn Order cards to randomly determine in what order *Factions* are selected.

Each *Faction* has their own *Special Rules*. These *Special Rules*, together with the unique Fleets and Advancement decks, make each *Faction* play differently from each other. Make sure you understand how these abilities interact before selecting your *Faction*.

Refer to the Appendices for a list of all *Factions* (including a number of UCR unique *Factions*) and their abilities.



► 5.6.1 Placing Home Systems

Place the Home System discs in the Playing Area. Home Systems should generally be placed 12" to 18"⁶ away from each other

(depending on how many players are in the game and how large your Playing Area is) and spaced out as evenly as possible around the perimeter of the Playing Area.

Suggestions for and examples of System set ups are collected in the Appendices.

5.6.1.1 The Borg Transwarp Hub

If it starts in play, the Borg Transwarp Hub is placed in the centre of the Playing Area (see rule 5.3.4).

► 5.6.1.2 The Gamma Quadrant

The Gamma Quadrant is in play if the Dominion Faction is in play. See the Dominion Faction rules in the Appendices for details on its set up.

5.6.2 Unused Home Systems

Remove all unused Home System discs, they will not be used in the game.



1. Command Console with sliders, 2. Command tokens, 3. Project Area with Advancement deck, 4. Advancement Area with Starting Advancement, 5. Player Turn Summary card, 6. Fleet cards, 7. Faction Supply of Control Nodes, Ships and Starbases

5.7 PLAYER SET UP

Depending on the size and shape of your game table, you may need to layout your player area differently. Make sure your Advancement Area and Project Area are distinct from each other.

5.7.1 Command Console

Each player takes a Command Console for the Faction they're playing. Command Consoles track Weapon Level and Shield Level. Your Weapon Level start at a Hit Roll of 5+, your Shield Level starts at 0. The Command Console has spaces for your

Resource token Reserves. Each Command Console also contains Special Rules that apply to that Faction.

5.7.2 Command Tokens

Each player starts with five Command tokens (plus any from Starting Advancements). Command tokens should be placed face up where all players can see them.

5.7.3 Project Area

New Projects are placed face up to the left of the Command Console and separate from active Advancements. When the

⁶Tip: The base game box is about 18" long.

game starts if a Project is available or not will depend on the Starting Level [see rule 5.8].

5.7.4 Advancements

Each Faction begins with one (or more, depending on Starting Level [see rule 5.8]) completed Advancement, marked "Starting Advancement" on the card. Over the course of the game, players will complete additional Advancements.

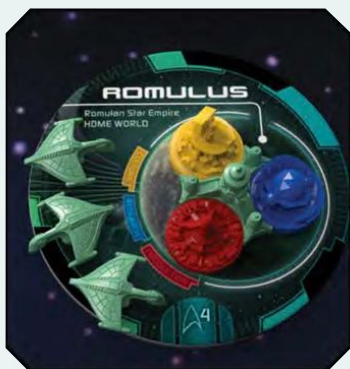
Place the Starting Advancement below the Command Console and apart from your Project Area.

5.7.5 Faction Component Supply

Give each player all the components associated with their Faction; all Ships and Control Nodes, 3 Fleet Markers, 3 Starbase models⁷ (Exception: some Factions don't have Starbases), 3 Fleet cards, 3 Trade Agreements, a number of Advancement cards (including the Starting Advancement - see the Appendices), and their Faction's Player Turn Reference card. These components constitute the Faction Supply of the player.

5.7.5.1 Faction Specific Set Up

Some Factions may have other Faction specific components as listed in the Appendices.



The Romulan Home System, set up with Ships & Nodes

5.7.6 Home System

Each player's Home System starts fully Developed with one of each Resource Node and one of their Control Nodes.

5.7.7 Starting Ships

Each player starts with three Ships on their Home System.

5.8 STARTING LEVEL

Star Trek: Ascendancy is an epic game that can take a long time to finish. For players wanting to have a shorter game, but still allow a smooth development of the game situation, the following Starting Levels are offered:

5.8.1 Humble Beginnings

This is the default Starting Level for games using the *Unofficial Complete Rulebook*. The game will run 60-120 minutes per player plus 0 to 60 minutes depending on Borg involvement.

5.8.1.1 Starting Resources and Ascendancy

Each player starts with no Resources and no Ascendancy.

5.8.1.2 Starting Systems

Players start with only their Home System.

5.8.1.3 Starting Advancements and Projects

Players start with only their Starting Advancement.

5.8.1.4 Borg Start

The Borg start according to rule 5.3.

5.8.1.5 Delayed Delta Quadrant Connection

If playing with the *Delta Quadrant Connection* [see rule 5.3.4], place three Borg Delay tokens on the *Transwarp Hub*. As long as there is at least one token left on the Hub don't roll for the Hub to generate a Borg Cube during the Borg Building Phase [see rule 15.1.1].



Remove one Borg Delay token from the *Transwarp Hub* during each Borg turn.⁸

► 5.8.1.6 Exploration Mulligan

To ensure that no Faction is hit too hard in the beginning of a *Humble Beginnings* game, each player receives two Mulligan tokens (use any convenient marker for this). A Mulligan token can be discarded to discard and redraw any unwanted Exploration card or System disc drawn during the game. Discarded Exploration cards are removed from the game, while discarded System discs are mixed back into their respective System disc stack.



5.8.2 Medium Game

The medium game simulates a game that starts a few Game Rounds in. A medium game will run 45-90 minutes per player plus 0 to 60 minutes depending on Borg involvement.

5.8.2.1 Starting Resources and Ascendancy

Each player starts with 3 Production, 3 Research, 3 Culture and 1 Ascendancy.

⁷ This rule assumes you have a set of Starbase models for each Faction as applicable.

⁸ This rule creates a three turn delay of Borg entry into the game. This will allow players to consolidate their positions a little before they risk assimilation. If you have less than 18" between the *Transwarp Hub* and the *Home Systems* you may want to add more Delay tokens.



► 5.8.2.2 Starting Systems

Each player is secretly dealt five random System discs (but never the *Transwarp Hub* or any of the *Transwarp Conduits*). The players simultaneously select one of the Systems they received, roll for Space Lanes that are Attached to their Home Systems, and Attach their selected Systems to the other ends of the Space Lanes. The System is placed face down in the Playing Area for now. The players then pass the remaining four System discs clockwise and repeat the process until their Home Systems have three Attached Space Lanes with Systems each. The remaining System discs are returned to the System disc stack, which is then mixed again. Finally the Systems in the Playing Area are all turned frontside up.

Each player may place up to a total of three Control Nodes, two Production Nodes, two Research Nodes and two Culture Nodes on the three Systems Connected to their Home System, subject to System Capacity and Faction specific rules (the Ferengi can't build Culture Nodes for example). Each Phenomenon comes with the appropriate number of Research tokens. Place one Ship in each System.

5.8.2.3 Starting Advancements and Projects

Each player may select one additional Advancement that is placed in the Advancement Area available for use.

5.8.2.4 Borg Start

The Borg start according to rule 5.3.

5.8.2.5 Delayed Delta Quadrant Connection

If the *Transwarp Hub* is in play, no Delay tokens are placed on it.

5.8.2.6 Exploration Mulligan

No Mulligan tokens are used.

5.8.3 Quick Game

The quick game simulates a game that starts several Game Rounds in. A quick game will run 35-60 minutes per player plus 0 to 60 minutes depending on Borg involvement.

5.8.3.1 Starting Resources and Ascendancy

Each player starts with 8 Production, 6 Research, 4 Culture and 1 Ascendancy.

► 5.8.3.2 Starting Systems

Each player is secretly dealt five random System discs (but never the *Transwarp Hub* or any of the *Transwarp Conduits*). The players simultaneously select one of the Systems they received, roll for Space Lanes that are Attached to their Home Systems, and Attach their selected Systems to the other ends of the Space Lanes. The System is placed face down in the Playing Area for now. The players then pass the remaining four System discs clockwise and repeat the process until their Home Systems have three Attached Space Lanes with Systems each. The remaining System discs are put to the side.

Three more random System Discs are now secretly dealt to each player and the above procedure is again carried out, but with the difference that two of the three new Systems are played with Space Lanes Attaching to any of the three Systems placed in the preceding step. The remaining System discs, together with the unused Systems from the preceding step, are returned to the System disc stack, which is then mixed again. Finally the Systems in the Playing Area are all turned frontside up.

Each player may place up to a total of five Control Nodes, four Production Nodes, three Research Nodes, and three Culture Nodes, on the five Systems Connected to their Home System, subject to System Capacity and Faction specific rules (the Ferengi can't build Culture Nodes, for example). Each Phenomenon comes with the appropriate number of Research tokens. Place one Ship in each System.

5.8.3.3 Starting Advancements and Projects

Each player may select one additional Advancement that is placed in the Advancement Area available for use and one Advancement that is placed in the Project area.

5.8.3.4 Borg Start

The Borg start according to rule 5.3.

In addition, if the *Transwarp Hub* is in play, place a Borg Cube in it and Attach a random System to it using the Space Lane die.

5.8.3.5 Delayed Delta Quadrant Connection

If the *Transwarp Hub* is in play, no Delay tokens are placed on it.

5.8.3.6 Exploration Mulligan

No Mulligan tokens are used.

Starting Level Summary									
Starting Level	Playing Time Per Player (sans Borg)	Starting Resources	Starting Ascendancy	Starting Systems	Starting Advancements	Starting Projects	Delayed Delta Quadrant Connection	Borg Start	Exploration Card and System Disc Mulligans
Humble Beginnings	60-120 mins	0	0	Home	Start	0	3	Standard	2
Medium Game	45-90 mins	3P/3R/3C	1	Home+3	Start+1	0	0	Standard	0
Quick Game	35-60 mins	8P/6R/4C	1	Home+3+2	Start+1	1	0	1 System+1 Cube	0

The Starting Level Summary gives an overview of how the game is set up at different levels.

6. GAME ROUND SEQUENCE

Each Game Round of *Star Trek: Ascendancy* is split into three Stages, the Initiative Stage, Execution Stage and the Recharge Stage.

Game Round:

- I) Initiative Stage [6.1]
 - 1) Spend Resources
 - 2) Choose Turn Order
 - 3) Distribute random Turn Order
- II) Execution Stage [6.2]

In Turn Order, each player (and the Borg) carries out:

 - 1) Building Phase
 - 2) Command Phase
- III) Recharge Stage [6.3]
 - 1) Victory Check
 - 2) Generate Resources
 - 3) Maintenance

In the Initiative Stage Turn Order is determined. During the Execution Stage both players and the Borg get to build, move, explore and attack. At the end of each Game Round is a Recharge Stage where Resources are generated and maintenance is carried out. The game ends when either the players are defeated by the Borg or a player fulfills the victory conditions.

6.1 INITIATIVE STAGE

Players spend Resources to influence galactic politics and seize the initiative each Game Round. The player who spends the most Resources gets their pick of the Turn Order cards for the upcoming Game Round. Players may only spend Resources if they have made First Contact.

6.1.1 Spending Resources for Turn Order

Every player who has made First Contact has to decide how many Resources they are going to commit to seizing the initiative in galactic politics. Players will then choose their Turn Order cards in the order of how many Resources they've devoted.

6.1.1.1 Types of Resources

Any type of Resource; Production, Research or Culture may be spent to influence galactic politics.



6.1.1.2 Spending Sequence

Players openly commit Resources in the order of the Turn Order cards they hold from the previous Game Round. Place committed Resources on the Turn Order card used the previous Game Round. When it's your turn, you may always choose to commit nothing. If you decide to commit Resources, you may not spend the same total number of Resources as any other player who has already gone.

6.1.2 Prepare the Turn Order Cards

After players have committed Resources, shuffle all Turn Order cards, except the special Borg Turn Order card⁹, together and randomly put a number of undisclosed cards to the side so that there are two more cards than the number of participating players available for use this Game Round.¹⁰

6.1.3 Choosing Turn Order Cards

The player who spent the most gets to choose their Turn Order card first. Players may choose whichever card they'd like, i.e. the player who chooses first doesn't have to choose the Turn Order "1" card. The remaining players who spent Resources choose their Turn Order cards in descending order of how many Resources they spent. All Resources committed are discarded and returned to the General Supply.

6.1.3.1 Revealing Turn Order

Players don't reveal their choice of Turn Order to their Rivals until it's their turn during the Execution Stage (or if they are required to draw a Turn Order Card for the Borg [see rule 6.1.5], if it is needed in order to determine a random direction [see rule 15.3.5.2] or if they are called on to activate Borg Cubes during the Borg turn [see rule 15.2.1.1]).

6.1.4 Random Turn Order

Players who spent no Resources, including players who have not made First Contact and the Borg have no ability to influence other Factions and are therefore assigned their Turn Order card randomly from the cards remaining.

For the first turn or two, when no one has made First Contact, no one is eligible to influence galactic politics so all Turn Order cards will be passed out randomly.

Example: John, Pete and Sally have all made First Contact and are eligible to participate. Pete went first the previous Game Round so he decides first and commits two Production. John went second the previous Game Round, so he goes second and commits one Research token. Sally went third the previous Game Round so she decides last and commits three Resources total (two Production and one Research). Since Sally spent the most, she gets first pick of the Turn Order cards, Pete chooses second and John chooses third. The Borg get a Turn Order card that's left over.

⁹ This card is used together with the Borg Command: Resurgence Command card. See the Appendices.

¹⁰ This method will ensure that there are enough cards available for both the Borg and some Special Rules that allow players to draw extra Turn Order cards. The undisclosed cards will create additional "fog of war" concerning actual turn order.



6.1.5 Borg Turn Order

The Borg (or each Assimilated player) receive a Turn Order card, just like the player Factions.

The Borg (and any Assimilated players) never bid on Turn Order and always receive a random Turn Order card, after any players who have made First Contact have bid and selected their cards.

Unless there **are** one or more Assimilated players, the player with the lowest Turn Order card draws the card for the Borg (and looks at it). The player may elect to keep the Borg Turn Order secret until the Borg Turn.

Give the Borg (or each Assimilated player) a Turn Order card even if there are no Borg currently in play. If there are Assimilated players, they each get a random Turn Order card. In this case no separate card is given to the Borg - the Borg will take one Borg turn per Assimilated player.

6.1.6 Effects Played During the Initiative Stage

Effects played during the Initiative Stage (the Andorian Aenar Dampening Field Advancement for example) are resolved in the Turn Order currently held.

6.2 EXECUTION STAGE

During the Execution Stage, players (and the Borg) take their turns in the order decided by the Initiative Stage.

Each player's turn consists of a Building Phase followed by a Command Phase. On their turn, players may also spend Culture to Ascend.

When it is the Borg's turn, they follow the same sequence of Phases as a player: a Building Phase, followed by a Command Phase, but the Borg actions follow separate rules [see rule 15.]. If there are Assimilated players or if the Command: Resurgence Command card is drawn [see the list of Borg Command cards in the Appendices], the Borg may take several turns in a Game Round.

6.2.1 Building Phase

At the start of each player's turn is a Building Phase in which they spend Resources to develop their Faction, Research Advancements and upgrade their Weapon Level and Shield Level. These may be done in any order [see rule 7.].

When the Building Phase is finished, flip the Player Turn card to the Command Phase side.



6.2.2 Command Phase

During the Command Phase, there are a number of things a player can Issue a Command to do in any order:

- ▶ Move Ships and Fleets [see rule 8.]
- ▶ Brave a Hazard [see rule 8.10]
- ▶ Initiate a Space Battle [see rule 9.]
- ▶ Invade a Planet [see rule 10.]
- ▶ Attempt Cultural Hegemony [see rule 11.]
- ▶ Commission Fleets and Starbases [see rule 12.]
- ▶ Place, Transport and Hunt Agents [see rule 12.]
- ▶ Launch New Advancement Projects [see rule 14.]
- ▶ Activate Special Rules requiring the Issuing of Commands [see rule 4.]

When a Command is Issued, Exhaust a Command token to show it has been used. All types of Command Phase actions may be taken multiple times per turn, as long as there are Commands remaining.¹¹

When no more Commands are to be Issued, the player turn is over. Flip the Player Turn card to the Building Phase side.

The player (or the Borg) with the next Turn Order card now takes their turn.



6.3 RECHARGE STAGE

At the end of each Game Round, there is a Recharge Stage in which players' Resource Nodes generate Resources and some game maintenance takes place.

Each Recharge Stage consists of the following Phases, executed in the order given:

- ▶ Victory Check [see rule 6.3.1]
- ▶ Generate Resources [see rule 6.3.2]
- ▶ Maintenance [see rule 6.3.3]

After the Recharge Stage, another Game Round begins unless the game ended.

6.3.1 Victory Check

At the very beginning of the Recharge Stage, check if anyone has achieved their victory conditions.

For details on winning the game, see rule 2.3.

¹¹ Tip: Sometimes it can be helpful to place Command tokens on the board as they are Issued. Don't forget to collect them at the end of your turn though.

► 6.3.1.1 Extermination

If a player has no Ships or Agents in play and Controls no Systems, their Faction has been Exterminated and that player is eliminated from the game.

All Trade Agreements originally belonging to an Exterminated player are discarded. Advancements the Exterminated player has taken from other Factions are returned to their respective decks, while Advancements taken from the Exterminated player by other Factions are kept.

Bajoran Orb cards held by an Exterminated player are shuffled back into the Bajoran Orb deck and are no longer considered Opened regardless of earlier status.

The player may later reenter the game as an Assimilated player [see rule 15.4.3].



6.3.2 Generate Resources

Resources are generated by Resource Nodes, Trade Agreements, some Advancements and some Allies. Some Special Rules may affect Resource generation.

6.3.2.1 Resource Nodes

Each player takes a Resource for each Resource Node they Control. Each Node generates one Resource token of its type; Production Nodes generate Production, Research Nodes generate Research and Culture Nodes generate Culture.

6.3.2.2 Trade Profits

During the Recharge Stage, players take the Resources pictured on the Trade Agreements they have received.¹²

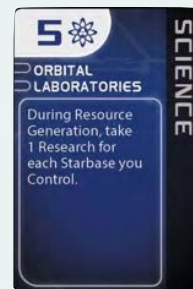
Only Trade Agreements **received** from other players generate Resources.

For example, the Klingon player currently holds a Federation 1 Production Agreement and a Romulan 2 Production Agreement. They still hold their own 2 Production Agreement. During Resource Generation, the Klingon player doesn't get anything from their own Trade Agreement (you can't trade with yourself) and gets a total of 3 Production from the Rival Trade Agreements.

6.3.2.3 Resources from Advancements

Some Advancements generate Resources. These cards will not picture the Resources being generated, since they often vary from Game Round to Game Round.

For example, with *Orbital Laboratories*, the Federation player gets a Research token for each Starbase they Control. When they Commission or take Control of a new Starbase, they'll receive more Research during Resource Generation.



6.3.3 Maintenance

After all players have finished generating Resources, there are a few things to do before starting the next Game Round.

6.3.3.1 Refresh Cards & Tokens

As part of Maintenance, Refresh all cards and Command tokens, so they're ready to be used again the following Game Round. Each player should have five Commands, plus one per Starbase, plus any additional Commands from Advancements.

6.3.3.2 Refresh Trade Agreements

Normally, Trade Agreements are face-up when you receive them and stay that way. However, they may sometimes become Exhausted. During Maintenance, Refresh any Exhausted Trade Agreements.

6.3.3.3 Add Warp Tokens to Ships at Warp

During Maintenance, add an additional Warp token to any Ship or Fleet currently traveling at Warp.¹³

► 6.3.3.4 Resupply Phenomena

Phenomena generate Research. During Maintenance, Research tokens are added to any Phenomena that have been successfully Braved and had their Research claimed. Some Phenomena will generate more than one token (the *Dominion Wreck* for example) and some will generate only one per Game Round, even if they can hold several (the *Singularity Cluster* and *The Void* for example). If all Research icons on a Phenomenon already have Research tokens on them, don't add any additional tokens.

► 6.3.3.5 Faction Specific Maintenance

Some Factions have Special Rules that apply during Maintenance (see the Appendices).

¹² Tip: Trade Agreements are a powerful source of Resources. The first players to exchange Trade Agreements will find themselves in an advantageous position.

¹³ Tip: While you can Issue Commands during your turn to add Warp tokens to Ships, if you are patient, you'll get them for free.

7. BUILDING

During the Building Phase a player may spend Resources and other assets from their Reserves to take various actions as outlined below. Building may be done in any order.

Some Special Rules will allow players to do something extra during their Building Phase. These may be used at any time while you're building.

The Borg follow separate rules during their Building Phase [see rule 15.1].

7.1 BUILD SHIPS

Ships cost one Production each. You may build Ships at any Starbase you Control and your Home System (assuming you still Control it).

Some Factions may have Special Rules that allow them to build Ships in other locations and at different prices - see the Faction rules in the Appendices.

Object	Build Cost
Ship	1 Production

7.1.1 Bonus Fleet Build

If you're building three or more Ships in the same System, you may immediately group them into a Fleet, without spending a Command (provided you are building them where you have the capacity to Commission Fleets).

For full details on Fleets, see rule 12.1.

7.2 COLONISE SYSTEMS

You may Colonise an Undeveloped Planetary System you Occupy by building a Control Node. A System is Undeveloped when it doesn't contain any Nodes.

Establishing a new Colony is a resource intensive process; Starships are often used as the functional core of a new Colony. Colonising a new System costs one Culture, plus a Ship in Orbit of the System being Colonised. To show that you've established a Colony in the System, place one of your Control Nodes on the Planet.

Some Factions may have Special Rules that allow them to establish Colonies in other ways - see the Faction rules in the Appendices.

Object	Build Cost
Colony	1 Ship, 1 Culture

7.2.1 Taking Control of Warp Capable Civilisations

Warp-Capable Civilisations have discovered sufficient technology and built up their planet's infrastructure such that Colonisation is no longer an option. Taking Control of a System that's inhabited by a Warp-Capable Civilisation is more difficult than simply Colonising a System with a Pre-Warp Culture. Whenever there are Developed Nodes on a planet, Invasion or Hegemony are your only options for taking Control [see rules 10, and 11].

7.3 BUILD RESOURCE NODES

Some planets are rich in natural resources, others contain sites rich in scientific research potential while others have the potential to support great cities and cultural touchstones.

You may only build Resource Nodes in Systems you Control. To build a Resource Node, spend the cost listed for that type of Node.

Place newly built Nodes on the corresponding Sites on the System discs (Exception: Tholians may in some cases place Resource Nodes outside of Sites).

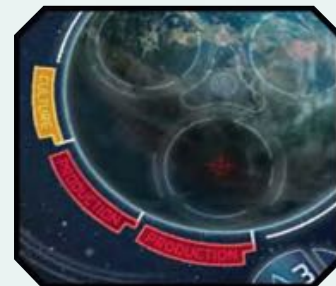
Special Rules may affect how you can build Nodes - see the Faction rules in the Appendices.

Object	Build Cost
Production Node	2 Production
Research Node	1 Production, 2 Research
Culture Node	1 Production, 2 Culture

7.3.1 System Capacity

Each System has a Capacity marked with coloured tabs around the edge of the planet that shows how many of each type of Node may be built (Special Rules may provide exceptions to this). Sites show where each type of Node is placed.

This System has the Capacity to have one Culture Node and two Production Nodes.



7.3.2 Open Capacity

Sometimes a System will have "Open" Capacity, which means that it's a versatile enough System that you can choose what type of Node to build there.

7.3.2.1 Replacing Resource Nodes

Once built, you may not simply destroy your Nodes.

You may, however, replace any Resource Node with another by paying the full cost of the new Node, provided the new Node matches the System's Capacity and/or your ability to build it.

7.4 COMMIT RESEARCH

In your Building Phase, you may also Commit Resources to your Projects. The amount of Resources required to finish a Project is listed in the upper left of each card.

You may add a maximum of one Resource token to each Project during each of your Building Phases.

Once you commit Resource tokens to a Project, you can't move them around or take them back.

In the first Game Round, players may not have any Projects yet. In your Command Phase, you may Issue Commands to Launch new Projects. For full details on Launching new Projects, see rule 14.1.

Claiming Research from Phenomena can speed a Project's completion. For full details on claiming Research from a Phenomenon see rules 8.9.1 and 8.10.

If you finish a Project it immediately becomes a useable Advancement [see rule 14.2].

This Project takes four Research to complete



7.5 UPGRADING WEAPONS & SHIELDS

In addition to committing Resource tokens to Projects, you may also spend Research to improve your Weapon Level and Shield Level. The cost to upgrade your Weapon Level and Shield Level is listed on your Command Console, directly across from your current Weapon Level and Shield Level. Unlike Projects, upgrading your Weapon Level and Shield Level is a single, one-time cost, not something you commit Research to over time.

Weapon Level	Upgrade Cost	Shield Level	Upgrade Cost
5+	4	0	6
4+	6	1	8
3+	8	2	10
2+	10	3	12
1+	-	4	-

7.6 FACTION SPECIFIC BUILDING PHASE RULES

Some Factions add Faction specific rules to the Building Phase.

During their Building Phase, any player may remove damaged Tholian Web tokens from their Webbed Ships for free (see the Tholian Web rules in the Appendices).

7.7 END OF BUILDING PHASE

After you complete your Building Phase, your Command Phase begins. Once you start your Command Phase, you may not spend Resources to Build unless a specific Special Rule allows you to do so. Ascending is the only exception: you may spend Culture tokens to gain Ascendancy tokens at any time during your turn.

8. MOVEMENT

Movement is carried out on the map. When moving through the map, each System disc counts as one Sector; Space Lanes contain between two and four Sectors.



Ships can move at Impulse or Warp Speed. Each Movement Command moves one Ship or Fleet. You may Issue more than one Command to move the same Ship on a single turn.

For example, you could use one Command to have a Ship Exit Warp, and then use a second Command to have that Ship move at Impulse Speed.

As you move your Ships into unexplored space, you'll place new Space Lanes and System discs, creating the galactic map as you play.

Discovering, placing and entering a new System always ends a Ship's or Fleet's move, even if it has movement remaining.

Movement of Borg Cubes follows separate rules as described in rule 15.3.

8.1 IMPULSE MOVEMENT

All Ships have a base Impulse Speed of 2. To move a Ship or Fleet at Impulse, Issue a Command and move one Ship or Fleet up to 2 Sectors.

You may place new Space Lanes and Systems at Impulse [see rule 8.6].



8.2 WARP MOVEMENT

With Warp movement it is possible to cover large distances in a single move.

8.2.1 Entering Warp

To Enter Warp, Issue a Command and move a Ship or Fleet just off the System or Space Lane they are in and place a Warp token next to the Ship, pointing to the Sector from which they Entered Warp.



Ships and Fleets will accumulate additional Warp tokens at the end of each Game Round or by spending additional Commands.

Ships at Warp don't count as being "in" the Sector from which they left. For most purposes, Ships at Warp are not on the map until they Exit Warp.

► 8.2.2 Exiting Warp

To have a Ship or Fleet at Warp Exit Warp, Issue a Command.

When a Ship or Fleet Exits Warp, it may move a number of Systems equal to the number of Warp tokens it has accumulated, plus the number of Warp tokens pictured on your completed Advancements.



If the Ship or Fleet Entered Warp from a System, don't count the System in which it started.

You may choose to move through fewer Systems or Exit Warp early in a Space Lane. When you come out of Warp in a Space Lane, you may stop in any Sector of the Space Lane. After Exiting Warp, discard the Ship's or Fleet's accumulated Warp tokens.

You may choose to discover and enter a new System as part of your Warp movement [see rule 8.6].

8.2.3 Traveling at Warp

You may also Issue a Command to give another Warp token to a Ship or Fleet that has already Entered Warp. Ships at Warp also receive additional Warp tokens during the Recharge Stage [see rule 6.3.3.3].

8.3 ENTERING RIVAL TERRITORY

As Ships or Fleets (including Borg Cubes) move through space at Impulse or Warp, they may not enter or pass through a Sector they don't Control that contains Hostile Rival Ships.

Borg Cubes block movement, just as player Ships do.

You may always move into and through Systems you Control, regardless of any Rival presence.

You may move freely through Sectors with Ships belonging to Peaceful Rivals, unless they also contain Hostile Ships [see rule 13.2].

When rule 15.5.2 becomes active, Borg Cubes only stop for Rival Fleets.

8.4 HAZARDOUS SYSTEMS

Some Systems are marked with a Red Alert Warning, indicating that they are Hazardous and their Hazard Level.

When your Ships end their movement in a Hazardous System, all your Ships in the System must Brave the Hazard and see if they survive.



All your Ships in a Hazardous System have to Brave the Hazard when your Ships end their movement there.

Space is big. If you don't stop in a Hazardous System, you don't have to make a Hazard roll; you were able to navigate around

the dangerous System. If you Build Ships in a Hazardous System, you don't need to make a Hazard roll when you deploy them or when they leave.



8.4.1 Braving a Hazard

Shields protect against Hazards. To Brave a Hazard, add the Ship's Shield Level to the System's Hazard Level. The player to your right then rolls a die for each Ship that is Braving the Hazardous System. For each die roll that is equal to or higher than the Shield Level modified Hazard Level, one Ship is destroyed.

If your Ships start your turn on a Phenomenon, you can also Brave the Hazard without actually Moving by Issuing a Command [see 8.10].



For example, a Federation Ship ends its Movement in the Stellar Nursery, which is a Level 4 Hazard. The Federation has upgraded their Shields once, so has a Shield Level of 1. The Klingon Player to their right rolls a die. A roll of a 5 or a 6 will destroy the Federation Ship.

8.4.2 Several Hazard Levels

Sometimes a System may have different Hazard Levels from different sources (such as the Cardassian Gravitic Mine Fields Advancement for example). In these cases only the most dangerous Hazard Level is used.

8.4.3 The Borg and Hazards

Borg Cubes are not affected by Hazardous Systems; do not roll to see if they take damage.

8.5 VIRTUAL ADJACENCIES

The *Transwarp Conduits*, *Rifts* and *Wormholes* all create Virtual Adjacencies. Ships may move and attack through Virtual Adjacencies.

Virtual Adjacencies will make Alpha/Beta and Gamma Quadrant Systems accessible to each other.

Note that Hostile Rival Ships in the *Hub*, a *Conduit*, *Rift* or *Wormhole* will prevent movement into that System just like any other System (see rule 8.3).



► 8.6 CREATING THE GALAXY

As you move through the Galaxy, you'll chart new Space Lanes and Systems and build a galactic map unique to your game. Every new map presents new challenges and opportunities.

If you are exploring the Alpha/Beta Quadrant you will draw new System discs from the Alpha/Beta Quadrant stack (blue backs) and if you are exploring the Gamma Quadrant you will draw from the Gamma Quadrant stack (green backs). Space Lanes may never Attach to an Alpha/Beta Quadrant System at one end and a Gamma Quadrant System at the other.

8.6.1 Placing New Space Lanes

As you're moving, you may choose to place and then travel in new Space Lanes, if the System you're leaving has unused capacity to Attach Space Lanes. You may place a new Space Lane on the map when moving at Impulse Speed or Exiting Warp.

8.6.1.1 Maximum Number of Space Lanes

Each System disc has a maximum number of Space Lanes that can Attach to it, listed on the bottom of the System disc. Once this many Space Lanes are Attached, you may not Attach any new Space Lanes to that System.¹⁴

8.6.1.2 Space Lane Length

Roll the Space Lane die to determine the length of the new Space Lane.



8.6.1.3 Placing a Space Lane

Attach the new Space Lane to the System you're leaving and move the Ship into the new Space Lane. The new Space Lane may be placed anywhere on the outside edge of the System, as long as there is room for it.

If the new Space Lane isn't long enough to make the Connection you want and the Ship is moving at Warp, you can either stop in the new Space Lane or continue on to discover a new System at the end of the new Space Lane [see rules 8.7 and 8.9]. If the Ship is attempting to make a Connection at Impulse and isn't able to, it can reverse course and use its second Sector of movement to go back to the System where it started, abandoning the Lane.

8.6.1.4 Crossing Space Lanes

Space Lanes cannot cross each other.

8.6.1.5 Testing Connections

You may use any unused Space Lane tile to test if a specific Space Lane placement is possible at any time, even before committing to moving.

8.6.1.6 Abandoned Space Lanes

If a Space Lane contains no Ships or Fleets and is only Attached to one System, remove the Space Lane. For example, this can happen when a Ship enters a Space Lane but leaves before a System is placed at the other end or if a Ship in a Space Lane that is only Attached in one end is destroyed.

Ships or Fleets at Warp do not count as being on the map; if all the Ships or Fleets in an open-ended Space Lane are at Warp, remove the Space Lane and point the Ship's or Fleet's Warp token at the previously Attached System.

8.6.2 Placing New System Discs

When moving at Impulse or Exiting Warp, you may move beyond the Unattached end of a Space Lane and place a new System disc.

To place a new System on the table, draw a new System disc (from the Alpha/Beta Quadrant or Gamma Quadrant System disc stack as appropriate) and place it face up on the table, Attached to the Space Lane that contains your Ship. Move your Ship or Fleet into the new System.

8.6.2.1 Overlapping Systems

Newly placed Systems may not touch or overlap existing Space Lanes or System discs.

8.6.2.2 Placing New System Discs at Warp

When a Ship or Fleet Exits Warp, it can travel through a number of Systems. As part of this movement, the Ship or Fleet can place new Space Lanes and/or a System.



¹⁴ Tip: This rule may be fairly hard to keep track of during intense play. To remind players how many Attachments can still be made you may consider using Warp tokens placed next to the maximum Attachments number. Remove the tokens as Attachments are added. Another method is to mark Systems that have no more room for Attachments with some type of marker or bead.

8.6.2.3 Moving Into a Newly Placed System

Moving into a newly placed System always ends a Ship's or Fleet's movement.

If the new System is Hazardous, you'll have to Brave the Hazard immediately. For details on Hazardous Systems see rule 8.4.

8.6.3 Fixed vs Floating Systems

As you head into unexplored space, uncertainty abounds. The best course to reach one particular star system isn't determined immediately upon discovering it. In *Star Trek: Ascendancy*, System discs are usually not fixed in place on the map when they are first placed.

8.6.3.1 Fixed Systems

Home Systems are always considered Fixed in place. Bajor, Idran and the *Transwarp Hub* are all considered Fixed if they started play on the map.

Other System discs are Fixed when they are Attached to two or more Space Lanes that are in turn Attached to other Systems.

Note that Systems that are Adjacent via Virtual Adjacencies aren't considered Attached and don't affect the Fixed (or Floating) status of a System through that Virtual Adjacency.

Fixed System discs cannot be swung [see rule 8.6.4].

8.6.3.2 Floating Systems

When a System disc is only Connected through one Space Lane (but note that it can be Attached to any number of other Space Lanes that are Unattached to Systems at their opposite end) and that Space Lane is Attached to a Fixed System, it is Floating.

Floating System discs can be swung [see rule 8.6.4].

8.6.3.3 Special Case

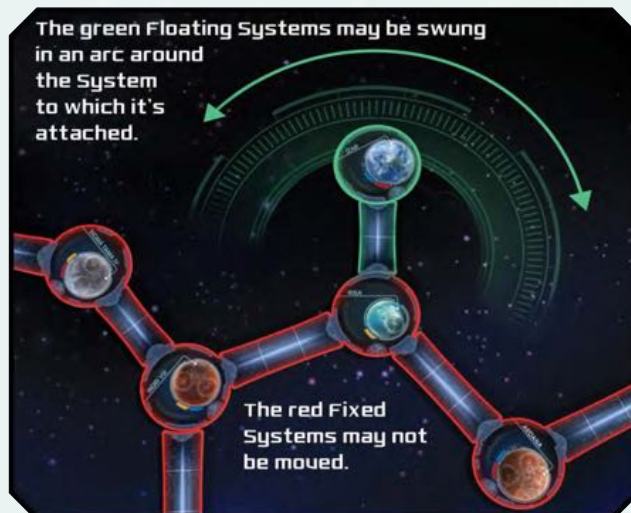
It can happen through some Exploration cards that two Systems Attached to the same Space Lane become Unconnected to all other Systems. In this special case both Systems are considered neither Fixed nor Floating and cannot be swung until one of them becomes Fixed.

8.6.4 Swinging Floating Systems

On your turn, you may swing any and all Floating Systems and Space Lanes as long as they remain Attached to the Systems to which they are Attached. You may want to swing a Floating System or Space Lane to make room for a new System or to make a Connection between Systems.

When swinging a Floating System or Space Lane, you may not pick it up off the board, it can only swing around the single System to which it's Attached. As soon as a System is Attached to at least two Space Lanes that are in turn Attached to other Systems, it is Fixed in place and can no longer be swung [see rule 8.6.3.1].

You are not allowed to swing Systems or Space Lanes past the Playing Area border nor can you swing Systems or Space Lanes through other Systems or Space Lanes.



8.6.4.1 Rival Ships and Nodes

The presence of Rival Ships or Nodes in a Floating System or Space Lane does not prevent another player from swinging it or Attaching a Space Lane to it.

8.6.4.2 Swinging Space Lanes

A Space Lane that isn't Attached to a System at both ends can be swung around too.



8.6.5 Making Connections

When leaving a System to place new Space Lanes and Systems there are generally three things you can accomplish; Attaching to an existing System, discovering a new System or just placing a Space Lane that is only Attached on one end.¹⁵

You may Connect Fixed Systems to Floating Systems, or vice versa. In general, when creating a new Connection between two Systems, you'll need one of them to be Floating. It's rare that two Fixed Systems will be exactly the right distance apart to fit the size Space Lane you've rolled, but if the Space Lane fits, that's allowed too.

If you manage to Attach to existing Systems you may continue your movement.

¹⁵ Tactical tip: When Systems become Fixed, make sure they are Fixed either at the exact distance of a 2, 3 or 4 Space Lane or at a distance that doesn't allow for connections, depending on what your future plans are.

► 8.6.6 Creating Gamma Quadrant

When exploring from a Gamma Quadrant System place a Space Lane as normal, but it must be Attached to a Gamma Quadrant System or if placing a new System disc, draw the System from the stack of Gamma Quadrant Systems rather than the Alpha/Beta Quadrant Systems.

A Space Lane may never be Attached to a Gamma Quadrant System at one end and an Alpha/Beta Quadrant System at the other.

8.6.7 No Room for Space Lanes or Systems

If, while you are creating the map, a Space Lane or System can't be placed because there is no room to place it, the moving Ship immediately ends its movement where it is (in a System or the last Sector of a Space Lane, as the case may be). It may be Issued another Command to move again.

8.6.8 No More System Discs in Stack

If the System disc stack runs out and no more Systems are available to be drawn, no more Systems can be placed and the map will not expand any further.



8.7 DISCOVERING PLANETARY SYSTEMS

Most Systems are Planetary Systems, containing potentially habitable worlds.

Planetary Systems feature the most prominent planet along with what type of Resource Nodes can be built in the System.

8.7.1 Hazardous Planetary Systems

If the System you discover is a Hazardous Planetary System, all your Ships must Brave the Hazard [see rule 8.4.1].

If your Ships do not survive entry into a new Hazardous Planetary System, place an Exploration card face down on the System to show that it is still Unexplored. The first player to Brave the Hazard and survive must resolve the card.

8.7.2 Exploration Cards

If any of your Ships do survive entry into a new Hazardous Planetary System or the discovered System is not Hazardous, draw an Exploration card and resolve the effects [see rule 8.8].

Planetary Systems in Gamma Quadrant use the same Exploration deck as the Alpha/Beta Quadrant ones.

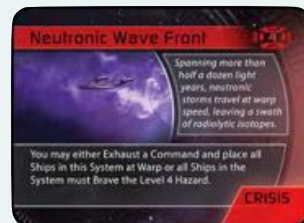
8.8 EXPLORATION CARDS

There are four types of Exploration cards. Most Exploration Cards are resolved immediately. Some Remain in Play; set them face up on the System until they are resolved. Once the System is Colonised [see rule 7.2], discard the card.

A list of Exploration cards and some specific Exploration card rules can be found in the Appendices.

8.8.1 Crisis

Crisis cards present some sort of problem or difficulty. Some Crisis cards will force the Ships to Brave a Hazard [see rule 8.4.1].



8.8.1.1 Destroyed Systems

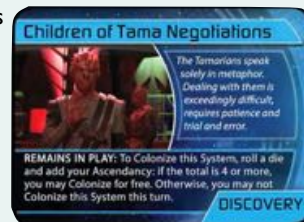
Through cataclysm or conflict, a whole System may be destroyed.

Any time there are Ships in a destroyed System, move them into an Adjacent Space Lane Sector, unless the card states otherwise. Later, they could move into another System discovered at the end of that Space Lane, even on the same spot on the table. Keep in mind, the Systems' exact locations in the Galaxy aren't fixed until they're Attached to at least two Space Lanes that are in turn Attached to other Systems.

If the destruction of a System results in empty Space Lanes Attached to only one System, remove them in accordance with rule 8.6.1.6.

8.8.2 Discovery

In addition to Crises, new worlds hold the promise of never before seen wonders, technological revelations and contact with new species.



8.8.3 Allies

When you draw an Ally card, you've discovered a faction or person who may be open to establishing an agreement.

Each Ally card has a Diplomacy Number in a green icon in the upper right corner. In order to claim the Ally, you have to pass a Diplomacy Test.



Each time a player receives an Ally card, by drawing it from the Exploration deck or by being passed the card from another player, make the test.

Many of the cards that pass around the table have very easy Diplomacy tests: these are men of business who want to deal with more customers!

8.8.3.1 Diplomacy Tests

To make a Diplomacy Test, roll a die and add your Ascendancy. If the total is higher than the Ally's Diplomacy Number, you've



passed the test and can claim the Ally card.

If you pass the Diplomacy Test, set the Ally Card in front of you. Ally cards either count as Trade Agreements or have a Special Rule you can use.

If you fail the Diplomacy Test, place the Ally Card at the bottom of the Exploration deck - not in the discard pile. Don't reshuffle, just place the Ally at the bottom of the Exploration deck.

8.8.4 Virgin Worlds

A number of the cards in the Exploration deck are Virgin Worlds; planets which are perfectly suitable for habitation but devoid of sentient life that needs to be accommodated or conquered.



8.8.5 Civilisation

Some Systems you'll discover are already inhabited. These Independent Civilisations range from primitive, Pre-Warp societies up to fully Warp-Capable, advanced cultures.

When you draw a *Civilisation* Exploration card, the card will direct you to either place Resource tokens on the System, marking it as a Pre-Warp Civilisation, or Warp tokens, marking it as a Warp-Capable Civilisation.



8.8.5.1 Pre-Warp Civilisations

Pre-Warp Civilisations have not yet achieved faster than light space travel. These worlds have not developed any technology or infrastructure that's usable by more advanced cultures.

Pre-Warp Civilisation cards will direct you to place a number of Resource tokens on the System, representing the System's raw materials and a population ripe for exploitation. The first player to Colonise [see rule 7.2] the System takes the Resource tokens from the System.



8.8.5.2 Warp-Capable Civilisations

Each Warp-Capable Civilisation card directs you to place a number of Warp tokens on the System equal to the level of the Civilisation, marking it as a Warp-Capable Civilisation.

Each Warp-Capable Civilisation card will also direct you to Develop a number of Nodes in the System in *Priority Order*. When developing the Resource Nodes of a Warp-Capable Civilisation, develop any Production Capacity first, then

Research Capacity, and finally any Culture Capacity, up to the number of Nodes the card instructs you to develop.



When a player takes Control of a System with a Warp-Capable Civilisation, discard the Warp tokens.



Example: The Romulans discover a Level 2 Warp-Capable Civilisation on Terra Nova, which has a Capacity for 1 Production, 1 Research and 1 Culture. The Civilisation card directs you to develop 2 Nodes. The Production Capacity is Developed first: one Production Node. Next the Research Capacity is Developed: one Research Node.



Example: The Federation player discovers a Level 3 Warp-Capable Civilisation on Ardana. Ardana has 1 Production, 1 Research and 1 Open Capacity. It's possible to develop 2 Production Nodes, since Ardana has both a Production and an Open site. The Production Capacity is Developed first, then a Research Node is placed as the third Node.

► 8.8.5.3 Specified Civilisation Tech

Some Exploration cards and one version of the Bajor System specify the Weapon Level, Shield Level, and Hegemony Resistance of a System. Use these ratings rather than the standard Civilisation Tech Levels for that System. Once a player takes Control of the System, these Tech Levels no longer apply and have no further effect.



► 8.9 DISCOVERING PHENOMENA

Not all Systems contain habitable planets; there is a wide variety of Interstellar Phenomena that deserve further study. Science is dangerous; Phenomena are Hazardous to study and explore.

When the System disc you discover is a Phenomenon, place one (or sometimes two [the *Dominion Wreck*] or even three [The *Delphic Expanse*]) Research token from the General Supply on the Phenomenon.

Do not draw an Exploration card when you discover a Phenomenon.

8.9.1 Hazardous Phenomena

As with discovering any Hazardous System, all your Ships in the System must Brave the Hazard [see rule 8.4.1].

If at least one Ship survives, take all the Research tokens from the Phenomenon. You may place this Research on your Projects or in your Reserves. If all the Ships are destroyed, the Research tokens remain on the Phenomenon.

► 8.10 FURTHER STUDY OF PHENOMENA

If your Ships end their movement in an already discovered Phenomenon they have to Brave the Hazard in accordance with rule 8.4.1. Also, if one or more of your Ships start your turn on a Phenomenon, you may Issue a Command to Brave the Hazard without actually moving.

As when first discovering the System, if at least one Ship survives the Hazard, you may take all Research tokens from the Phenomenon. You may place this Research on your Projects or in your Reserves. If all the Ships are destroyed, the Research tokens remain on the Phenomenon.

During the Recharge Stage, new Research tokens will be placed on Phenomena that have been Braved [see rule 6.3.3.4]. Only the first player each Game Round to successfully Brave the Hazard of a Phenomenon gets any Research tokens.

9. SPACE BATTLES

► You can Issue a Command to Initiate a Space Battle with Rival Ships in a single Adjacent Sector, or in a single Sector in which you both have Ships. If you have Ships in more than one Adjacent Sector (or in the same Sector and Adjacent Sectors), that same Command activates all Ships in the same and Adjacent Sectors to attack.

► In some cases, Special Rules that apply to one Sector of the Battle may not apply to other Sectors.

Each Space Battle consists of a number of Combat Rounds in which both players roll to score Hits, take Casualties, then decide whether to Retreat or keep fighting. The player who Initiates the Battle is the Attacker.

Space Battle Sequence:

- 1) Scoring Hits [9.1]
- 2) Taking Casualties [9.2]
- 3) Retreating from Combat [9.3]
- 4) Combat Continues [9.4]

The Borg follow separate rules in Combat as described in rule 9.8.

9.1 SCORING HITS

Your current Weapon Level determines your "Hit Roll". To score a Hit, you need to roll equal to or higher than your Hit Roll. Your opponent's Shield Level is added to your Hit Roll, making it more difficult to Hit.

Barring Special Rules, both players roll to Hit and then Take Casualties simultaneously.



9.1.1 Hit Roll

Each Rival rolls a number of Attack Dice equal to the number of Ships they have involved in the Space Battle. All dice have a chance to score a Hit and destroy a Rival Ship.

You may have to roll dice for different Fleets separately, if they have different Special Rules.

► You may also have to specify which Ships are targeted if different opponent Ships have different Shield Levels or other Special Rules.



Above, a Fleet of 5 Klingon Ships have attacked the Romulans (as they do). The Klingons have upgraded their Weapons twice, so they need to roll 3 or better to Hit. The Romulans have upgraded their Shields once, giving them a Shield Level of 1, so the Klingons have a Hit Roll of 4+. The Klingons roll 5 dice: any rolls of 4, 5 or 6 score a Hit.

The Romulans haven't upgraded their Weapons nor have the Klingons upgraded their Shields, so the Romulans need a 5 or better to score a Hit, since the Klingons Shield Level is 0 and the Romulan's Hit Roll is 5+.

9.1.2 Starbase Support in Space Battles

Starbases provide support for your Ships in Space Battles. When you have Ships in Orbit of a System you Control with a Starbase, roll an additional die to Hit. Starbases cannot fight on their own.



9.1.3 Pointless Battles

Attacking an opponent you have no chance of damaging while in turn the opponent has no chance of damaging you is pointless; the result of the attempt is a wasted Command. Nothing happens, no one moves, no one wins, no one loses.

9.2 TAKING CASUALTIES

Every Hit destroys a Rival Ship. If there is a choice of where casualties are going to be taken, the player who inflicted the Hits chooses how to allocate the Hits.

For example, if you score four Hits against a Rival who has five Ships in a Fleet and two Individual Ships, you may allocate all the Hits to the Fleet.

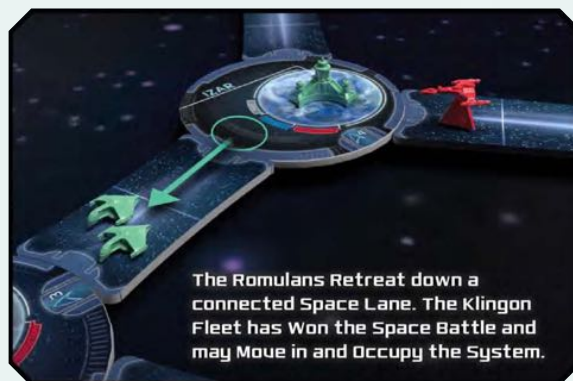
9.3 RETREATING FROM COMBAT

After Taking Casualties, each player assesses the state of their Ships. Starting with the Attacker, players decide whether or not to Retreat.

9.3.1 Retreat Distance

Retreats are free and made at Impulse Speed. Retreats must be made through existing Space Lanes; you may not place new Space Lanes with a Retreat move.

When you Retreat, all your Ships attacking from (or defending in) a single Sector must move and end their Retreat in the same Sector. In a multi-pronged attack, the Starships from each Sector need to Retreat as a group.



9.3.2 Blocked Retreats

Ships unable to move because Rival Ships are blocking the Space Lanes may not Retreat.



9.4 COMBAT CONTINUES

If neither the Attacker or Defender choose to Retreat another Combat Round begins. Without Issuing any additional Commands, continue to fight additional Combat Rounds until either the Attacker or Defender Retreats or a side has no more Ships remaining.

Note that it is possible for a Space Battle to evolve into a situation where neither side is able to damage the other and no one can or wants to Retreat. In this case the Battle just ends with no winner.

9.5 WINNING A SPACE BATTLE

The player who destroys all their Rival's Ships or forces them into Retreat wins the Space Battle.

9.5.1 Tactical Manoeuvres

The winning player may make a Tactical Manoeuvre with some, or all, of their Ships after the Space Battle is over. Tactical Manoeuvres are moves made at Impulse Speed and do not need Commands to be Issued. All the winner's Ships which move must use existing Space Lanes and end up in the same Sector (even if they started in different Sectors).

Borg do not make a *Tactical Manoeuvre* move after winning a Space Battle.



9.6 BATTLES IN THE SAME SECTOR

Normally Space Battles take place between Adjacent Sectors, but can take place between Rivals in the same Sector. For example, this can happen if two Factions had a Trade Agreement which was broken, a Cloak was used or a player built Ships in a System Orbited by a Rival.

9.7 BATTLES WITH MORE THAN TWO PLAYERS

There will only ever be one Attacker, but it's possible for there to be more than one Defender. In Space Battles with more than one Defender, the Attacker must decide how they are dividing their dice between the Defenders before rolling to Hit. All the Defenders' Hits are directed to the Attacker.

9.7.1 Multiple Hostile Rivals

If a player attacks a Sector containing more than one Hostile [see rule 13.2] player's Ships, all Factions present are attacked. All Ships in the Sector being attacked must roll to Hit the Attacker. After every Combat Round, all combatants may choose to Retreat, as normal.

9.7.2 Multiple Hostile and Peaceful Rivals

If you attack a Sector with Ships from both Peaceful and Hostile Rivals you may choose to only attack the Hostile Rivals or a combination of Hostile and Peaceful Rivals. All Hostile Rivals in the same Sector must be attacked. After the Attacker has declared who is attacked, all unattacked Peaceful Rivals in the Sector may choose to join the defence or stay out of the Battle; they may not join the Attack. Any Trade Agreements subject to Betrayal [see rule 13.4] are returned.

9.7.3 Multiple Defender Retreat

The Defenders choose separately (and in Turn Order) whether or not to Retreat after each Combat Round. The Battle is over when all the Defenders are eliminated or routed, or the Attacker is eliminated or routed.

9.8 BORG CUBES IN COMBAT

The Borg have a number of unique rules they follow in Combat:

9.8.1 Slow and Methodical

Players' Ships and Structures have First Strike against Borg Cubes, in the first Combat Round, in Space Battles and when defending against Borg Planetary Invasion. This is true regardless of who initiates the attack. The *Slow and Methodical* rule is suspended for Cubes acting under the *Command: Aggression* Command card when the *Attack-Command-Attack* rule [see rule 15.5.1] has taken effect.

9.8.2 Borg Attack Dice

Borg Cubes start every Combat with 9 Attack Dice. As the Borg take damage, they lose Attack Dice. When it's the Borg's turn to

Attack, they roll all their remaining Attack Dice – but not dice that have been taken away as damage.

9.8.3 Borg Hit Rolls

The Borg's Hit Roll depends on how many Spires they have in play, as shown on the Borg Command Console.

Borg Hit Roll	Borg Worlds in Play
1+	4-5
2+	3
3+	2
4+	1
5+	0

9.8.3.1 Rolling Borg Dice

The player who Activated the Cube rolls the Attack Dice for the Borg. When defending, the Assimilated player with the lowest Turn Order rolls. If there are no Assimilated players, the player to the right of the opponent rolls the dice.

9.8.3.2 Advanced Weaponry

Borg Weapons ignore all Shields, unless you have Tech or an Advancement that specifically works against the Borg.

9.8.3.3 Allocating Hits to Different Ships

For Hits inflicted by the Borg when there are no Assimilated players, the player whose Ships were Hit may decide how to allocate them between their Ships. When the Borg are controlled by an Assimilated player, that player (or the Assimilated player with the lowest Turn Order, if there are several) may pick which Ships were Hit.

9.8.3.4 Attacking Multiple Players

When attacking more than one player, allocate the Borg Hits between the players one at a time, in player Turn Order, until all the Hits have been allocated.

9.8.3.5 Borg Regeneration

Any Borg Attack rolls of 6 (Borg Symbol) both score a Hit and Regenerate one damage, if the player's Hits do not destroy the Cube. After scoring Hits, for each 6 the Borg rolled when attacking, take a die off the Cube card and add it back to their pool of Attack Dice for the following Combat Round. A Borg Cube never has more than 9 Attack Dice.

Note: The Borg only Regenerate on Attack rolls of 6 if the Cube is not destroyed by the player's Hits.

9.8.4 Damaging Borg Cubes

Each time a Hit is scored against a Borg Cube, place one die on the Borg Cube card, to track how much damage the Cube has sustained. Dice on the Cube card aren't used to roll Attacks.



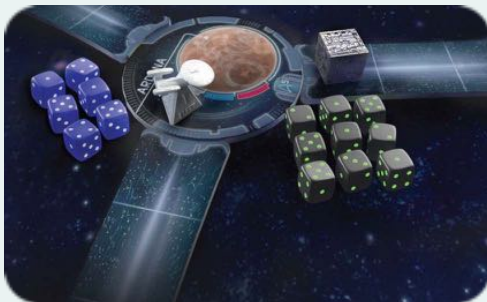
Having taken four Hits, four Borg dice are placed on the Cube Card, leaving the Borg 5 Dice for their next Attack.

9.8.5 Borg Adaptive Shields

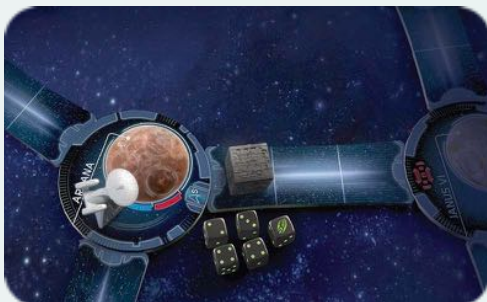
The Borg are able to adapt quickly to enemy weapons. Other civilisations are constantly searching for new ways to damage the Borg, coming up with innovative techniques to which the Borg haven't adapted.

At the start of each Space Battle and Invasion, the Borg Cube has a Shield Level of 0.

At the end of each Combat Round, the Cube's Shield Level increases by 1: place a Borg Assimilation Node on the Borg Cube card to track their current Shield Level, up to a maximum of 4. If, after Taking Casualties, the Borg Shields are such that a player's Ships only Hit on a 7 or higher, that player must Retreat [see rule 9.3].



The Federation has First Strike and upgraded their Weapons once. In the first Round of the Space Battle, the Borg's Shield Level is 0, so the Federation's Hit Roll is 4. They roll six Attacks and score 4 Hits.



For their first Attack, the Borg Roll their 5 Attack Dice, currently needing 4s or higher to Hit. The Borg roll 3 Hits, one of which is a Borg Symbol, which allows them to Regenerate one die.



After the first Combat Round, the Federation no longer has First Strike. The Borg's Shield Level increases to 1. This Round, Attacks are made simultaneously. The Federation will need 5 or 6 to Hit. The Borg continue to Hit on 4 or higher. The Borg are rolling six dice this Combat Round.

9.8.6 Retreat from the Borg

When players Retreat from a Space Battle with the Borg, they must move so that they are no longer in an Adjacent Sector to the Cube after the Retreat movement. If they cannot move to such a Sector for any reason when forced to Retreat, they are destroyed instead.

A damaged Cube which wins a Battle will start the next Battle with a full 9 Attack Dice.

Klingons still may not retreat in Battles versus the Borg. However, the Klingon's Starting Advancement allows them to always Hit on 6s, so they always have a chance to defeat the Borg.

9.8.7 Destroying a Borg Cube

When a Borg Cube has sustained nine damage and all its dice are placed on the Cube card, the Cube has been destroyed.

All Factions that were involved in destroying the Cube draw a Borg Tech card [see rule 14.4]. All those who were present at the start of the Space Battle, even if they didn't Hit and even if they are all destroyed, count as having been involved (and observed how their Rival defeated the Borg).

Klingons get a bonus Culture token for defeating a Borg Cube. Klingon Marauder Fleets take a single Production for destroying a Borg Cube.



10. INVASIONS

When your Ships Occupy a Developed System you do not Control, you may Issue a Command to Invade the Planet. If there are any Rival Ships in the System, you must Attack the Ships in a Space Battle first before Invading the System (Exception: Ally Cooperation - rule 13.2.2). If the Invasion is successful, you will take Control of the System.

Each Planetary Invasion consists of a number of Combat Rounds in which both players roll to score Hits, take Casualties, then decide whether to Surrender, Retreat or keep fighting.

Surrender [rule 10.3.1] may happen before the Invasion starts.

Invasion Sequence:

- 1) Scoring Hits [10.1]
- 2) Taking Casualties [10.2]
- 3) Retreating from Invasion [10.3]
- 4) Combat Continues [10.4]

Borg Invasions follow separate rules [see rule 15.4].

Invading Borg Worlds follow separate rules [see rule 10.6].

Invasions are a one-way affair: you may not Issue a Command to have your Nodes initiate an Attack against Ships Orbiting their System.

10.1 SCORING HITS

The Attacker rolls a number of dice equal to the number of Ships they have in the System. The Defender rolls a number of dice equal to the number of Structures they have built on the planet, including the Control Node and any Starbase or Gorn Wonder. Every die rolled has a chance to score a Hit.

As in Space Battles, both players' current Weapons Levels determines their "Hit Roll". To score a Hit, you need to roll equal to or higher than your Hit Roll. Each player adds their opponent's Shield Level to their Hit Roll, making it more difficult to Hit.

First Strike may apply in Invasions just like in Space Battles.

You may need to roll dice for different Fleets separately if they have different Special Rules.



10.2 TAKING CASUALTIES

Casualties inflicted by the Defender are taken from the Attacking Ships. Even if all the Attacker's Ships are destroyed, the Results of the Invasion are the same, i.e. all the Attacker's Ships could be destroyed and still have a Successful Invasion.

In a Planetary Invasion, the goal of the Attacker is to take Control of the planet, ideally with minimal damage done to the

planet's infrastructure. Hits by the Attacker don't necessarily destroy Nodes. The number of Hits scored by the Attacker determines the results of the Planetary Invasion.

Depending on how many Hits the Attacker scores, there are a few possible results:

10.2.1 Successful Invasion

If the Attacker scores more Hits than the Defender has Nodes, the Attacker has invaded with overwhelming force and has taken Control of the System and won the Invasion. Place the Attacker's Control Node on the System, replacing the existing Control Node if the planet was Controlled by a Rival. The Attacker must still take any Casualties caused by the Defender.



For example, in the illustration the Klingons would need to Hit with all four of their attacks to seize Control of the Federation System without destroying any of the Nodes on the planet.

10.2.1.1 Capturing Research Nodes

When you take Control of a Rival's intact Research Node, the player whose Research Node was captured must choose one of their active Projects and give it to you [for details see rule 14.1.2].

10.2.1.2 Capturing Starbases and Gorn Wonders

When Control of a System changes hands, Control of any Starbase and/or Gorn Wonder does too [for details see rule 12.2.2].

10.2.2 Collateral Damage

If the Attacker scores fewer Hits than the Defender has Nodes, the Attacker must choose a number of Resource Nodes to destroy equal to the number of Hits scored. The Control Node is not destroyed. Another Combat Round is then fought, unless the Attacker chooses to Retreat or the Defender chooses to Surrender.

For Example, if the Klingons in the illustration above only scored a single Hit, they could choose to destroy either the Culture Node or the Research Node. If they scored two Hits, they would have to destroy both Resource Nodes, leaving only the Federation Control Node.

10.2.3 Total Annihilation

If the Attacker scores a number of Hits equal to the number of Nodes in the System, including the Control Node, the surface has been completely razed in the Invasion. Destroy all the Nodes on the planet, including the Control Node. The Invasion is over: the System will need to be Colonised [see rule 7.2] anew in a

future turn. Neither the Attacker or Defender has won the Invasion.

10.2.3.1 Starbases, Gorn Wonders and Total Annihilation

With a Total Annihilation result, the Defender has lost Control of the Starbase and/or Gorn Wonder and loses any Command token associated with those Structures, but the Attacker does not Control it either. The first player to take Control of the System will Control the Starbase and/or Gorn Wonder [see rule 12.2.2].

► 10.2.3.2 Agents and Total Annihilation

Total Annihilation results remove all Agents from the Invaded System.

10.2.4 Repelled Invasions

If the Defender's Control Node survives and all the Attacker's Ships are destroyed, the Invasion is over and the Defender retains Control of the System.

10.3 RETREATING FROM INVASION

After a Round of Invasion Combat, the Attacker may choose to Retreat, ending the Invasion. When Retreating, the Attacker may make an Impulse Speed Retreat movement [see rule 9.3].

► 10.3.1 Surrender in Invasions

In Planetary Invasions, the Defender cannot Retreat but they may Surrender. The Defender may choose to Surrender at any time, even before the first Combat Round. If the Defender Surrenders, the Attacker immediately gains Control of the Sector and the Invasion is over.

Surrender counts as Successful Invasion for effects such as the Cardassian Annexation Special Rule.

10.4 COMBAT CONTINUES

If the Invasion was not Successful or Repelled, another Combat Round begins. Without Issuing any additional Commands, continue to fight additional Combat Rounds until either the Attacker Retreats, the Defender Surrenders or the Invasion is resolved.

10.5 INVADING UNCONTROLLED SYSTEMS

Some Planetary Systems may be Developed but Uncontrolled. You may Invade Planetary Systems that are Uncontrolled normally. Planetary Systems that are Uncontrolled do not have a Control Node to fight. Resource Nodes (and in rare cases Starbases or Gorn Wonders) on Planetary Systems that are Uncontrolled each add one die, as normal. Warp-Capable Civilisations' Weapons Hit Rolls are modified by your Shield Level normally.

The player to the right of the Attacker rolls the System's Attacks, but the Attacker may select which Ships are hit.

Civilisation Level	Weapon Level	Shield Level
Level One	5*	1
Level Two	4*	2
Level Three	3*	3
Level Four	2*	4

The higher the Level of the Civilisation, the better their Weapon Level and Shield Level.¹⁶

¹⁶ Note: Rather than keeping the Civilisation card on the table, you can calculate the Independents' Hit Roll by subtracting the number of tokens from 6. E.g. a Level Two Civilisation is a 4+ to Hit (6-2=4). The number of Warp tokens are equal to their Shield Level.

10.6 RECLAIMING BORG WORLDS

Borg Worlds can be Invaded to eradicate the Borg presence. Any player, including the Federation, may try to Reclaim a Borg World. To successfully Reclaim a Borg World, they must roll enough Hits to result in a Total Annihilation or Successful Invasion (Hits equal to or greater than the number of Structures on the Borg World). Spires, Nodes and Cubes atop Spires all count as Structures.

Player Invasions of Borg Worlds follow the same procedure as any other Invasion, except as amended here.



A Fleet of six Federation Ships attempts to Reclaim a Borg World. The Borg World has three Structures, so the Borg roll three dice.

10.6.1 No First Strike

Unlike Combat with a Cube and defence against Borg Invasion, players do not have First Strike when Invading a Borg World.

10.6.2 Borg Planetary Shields

Borg Worlds have a Shield Level equal to the number of green Borg Assimilation Nodes on the System.

Add a Borg Assimilation Node to the System after each Combat Round, increasing the Borg World's Shield Level and the number of dice it will roll in the next Combat Round (and bringing the System closer to building a new Cube in an upcoming Borg Building Phase). Borg Worlds may never have more than three Nodes.

10.6.3 Borg and Collateral Damage

The Borg are able to shrug off Collateral Damage [see rule 10.2.2]; if you roll fewer Hits than there are Structures on the System, the attack has no effect and no Nodes are destroyed. If you have fewer Ships than there are Borg Structures, you won't be able to Reclaim the Borg World.

10.6.4 Rolling Borg Dice

The Assimilated player with the lowest Turn Order rolls the dice for the defending Borg World. If there are no Assimilated players, the player to the right of the opponent rolls the dice.

10.6.5 Allocating Borg Hits

For Hits inflicted by the Borg when there are no Assimilated players, the player whose Ships were Hit may decide how to allocate them between their Ships. When the Borg are controlled by an Assimilated player, that player (or the Assimilated player with the lowest Turn Order, if there are several) may pick which Ships were Hit.

10.8.6 Success

With either successful result (*Total Annihilation* or *Successful Invasion*), the System has been Reclaimed: remove all the Borg

Structures. Do not place a player Control Node on the System. The World has been too heavily damaged by the Borg; it must be Colonised [see rule 7.2] anew. The player who Reclaims the System draws a Borg Tech card.

11. HEGEMONY

► When your Ships Occupy a Developed Planetary System you don't Control or you have a friendly Agent in the System, you may attempt to culturally take over the System through Hegemony. How resistant a System is to Hegemony depends on how developed its infrastructure is and its culture's Ascendancy.

You may not attempt Hegemony against Pre-Warp inhabited Systems [see rule 8.8.5.1], they must be Colonised [see rule 7.2] during your Building Phase.

You may not attempt Hegemony against Borg Worlds.

Hegemony is not an Attack and does not cause Betrayal [see rule 13.4].

11.1 COST OF HEGEMONY

It normally requires spending at least two Culture tokens to take Control of a System via Hegemony; one to make the attempt and another to take Control, if the attempt was successful.

If you don't have two Culture, you cannot attempt Hegemony against a System, unless you have an Advancement that reduces the cost of Hegemony. You are not allowed to just spend one Culture and remove the opponent's Control Node.



11.2 HEGEMONY RESISTANCE

Hegemony Resistance is calculated differently depending on if you are attempting Hegemony against a player Controlled Planetary System or a Warp-Capable Civilisation.

11.2.1 Player-Controlled System

The Hegemony Resistance of a player-Controlled System is equal to the number of Structures in the System plus the Ascendancy of the player who Controls it. Starbases, Gorn Wonders and Nodes count as Structures and each add 1 to a System's Hegemony Resistance.

11.2.2 Warp-Capable Civilisations

The Warp tokens on an Independent, Warp-Capable System are added to the System's Hegemony Resistance. Independent Civilisations won't have Control Nodes; the Hegemony

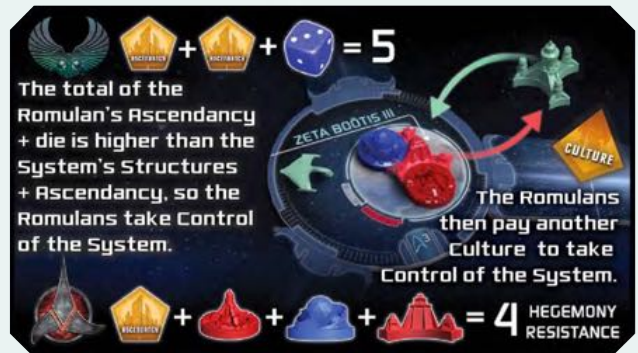
Resistance of the System is the number of other Structures plus the number of Warp tokens on the System.

If there is a Starbase (or Gorn Wonder) in the System (which may happen after a player has been Assimilated for example) it also adds 1 to the System's Hegemony Resistance.

11.3 MAKING A HEGEMONY ATTEMPT

To attempt Cultural Hegemony, Issue a Command and spend a Culture. Next, roll a die and add your current Ascendancy. If the total is higher than the Hegemony Resistance of the System, you pay an additional Culture token to take Control of the System: place your Control Node on the System.¹⁷

Note: Even if your Ascendancy is high enough relative to the System's Resistance that Hegemony is going to be automatically successful, you still need to pay a total of two Culture: one for the attempt and one to actually take Control.



Example: The Romulans (at Ascendancy 2) Occupy a Klingon System. The System's three Nodes (two Resource Nodes and the Control Node) and the Klingons Ascendancy of 1 gives the System a Hegemony Resistance of 4. The Romulans use a Command and spend a Culture to Attempt Hegemony. They roll a 3 and add their Ascendancy, getting a total of 5, overcoming the System's Resistance, so they spend another Culture and take Control!



¹⁷ Tip: You can alternately think of your Ascendancy as reducing a System's Resistance, i.e. in the example above, the Romulan's Ascendancy of 2 reduces the Klingon Resistance from 5 to 3, so the Romulans need to roll higher than a 3 to take Control of the System.

Example: The Romulans now are going to attempt Hegemony of a Level 3 Warp-Capable *Civilisation*. The System has three Developed Nodes, plus the three Warp tokens, giving the System a total Hegemony Resistance of 6. The Romulans will need to get a total of 7 on their Hegemony attempt. With an Ascendancy of 2, they'll need to roll a 5 or better to succeed.

11.4 SEIZING STARBASES AND RESEARCH NODES

As in a Planetary Invasion, when you take Control of a System that contains a Starbase you gain a Command [see rule 12.2.2].

Likewise, if you take Control of a Rival's System with Research Nodes, you take one of their Projects for each Research Node. For details, see rule 14.1.2.

▶ 11.5 SURRENDER TO HEGEMONY

A player may Surrender to a Hegemony attempt even before the die is rolled. If this happens, the instigator still has to pay a total of two Culture, but automatically gains Control of the System and the attempt is over.

12. FLEETS, STARBASES & AGENTS

A Fleet is a group of Ships that moves and fights together. Any rules that apply to Ships also apply to Fleets. Grouping Ships into a Fleet allows you to move much more efficiently and may benefit from Fleet Special Rules.

Starbases allow you to build Ships and Commission Fleets away from your Home System.

Agents can infiltrate enemy space and may allow various actions to be carried out based on your Advancements.

12.1 FORMING A FLEET

To group Ships into a Fleet, the Ships must be in your Controlled Home System or at one of your Controlled Starbases (Exception: some Advancements may allow you to Commission Fleets in other Sectors). Only these Systems have the facilities necessary to equip and retrofit Starships for specialized Fleet configurations. Issue a Command, take the Ships off the map and place them on one of your three Fleet cards. Then place the appropriate Fleet Marker on the map, in the same System.

Specific Fleet Special Rules are collected in the Appendices.



12.1.1 Fleet Type & Strength

Each Faction has three different Fleet cards, each of which is double sided. The different sides of Fleet cards have different Special Rules and allow for different Fleet Sizes. When you Commission a Fleet, you must choose which side you're using. To use a different side of a Fleet card, you must Disband the Fleet and re-Commission it at your Home System or Starbase.

12.1.2 Number of Fleets

The number of Fleets you can form is limited by your Fleet Limit. If you have reached or exceeded your Fleet Limit, you may not Commission any more Fleets. If your Fleet Limit is decreased for any reason, Fleets already in play are not affected.

You cannot Commission more Fleets when your Fleet Limit has been reached.

You may form the Fleets in any order, i.e. you may Commission your Fleet #3 when you only have one Ascendancy token.

12.1.3 Bonus Fleet Build

When you're building three or more Ships in the same System during your Building Phase, you may immediately group them into a Fleet, without spending a Command (provided you are building them where you have the capacity to Commission Fleets).

12.1.4 Adding & Removing Ships from Fleets

On your turn, you may add or remove Ships from Fleets, in the same Sector, without Issuing a Command. You cannot add or remove Ships from a Fleet mid-movement (Exception: The Ferengi Franchise Establishment Flotilla). You do not have to be in your Home System or at a Starbase to add or remove Ships to or from a Fleet.

You may add Ships to a Fleet up to the maximum Fleet Size. If maximum Fleet Size is reduced for any reason, this has no effect on Ships in Fleets already in play.

12.1.5 Disbanding a Fleet

If a Fleet contains fewer than three Ships it is immediately and automatically Disbanded

At any time on your turn (even during your Building Phase), you may choose to Disband a Fleet that is not at Warp by taking the Ships off the Fleet card and putting them back on the map, in the same Sector.

You do not need to Issue a Command to Disband a Fleet.

12.1.6 Fleets in Space Battles

When rolling to Hit with both a Fleet and individual Ships (or several Fleets), roll the dice for the Fleet separately if the Fleet has a Special Rule that affects its Attacks.

12.2 STARBASES

Commissioning a Starbase is a major endeavour, not to be taken lightly. Starbases count as Structures.

12.2.1 Commission a Starbase

To Commission a Starbase, Issue a Command and place a Starbase model next to a System you Control. There is no

Resource cost to Commission a Starbase, but each Faction may only place three of them over the course of the entire game.

12.2.1.1 Maximum Number of Starbases

You may only Commission one Starbase per Ascendancy Level you've achieved.

You may Control more than this, if you have taken Starbases from Rivals.

There can only be one Starbase per System.

12.2.1.2 Placing Starbases

Once placed, Starbases cannot be moved to other Systems. They can, however, be swung around the System freely to make room for new Space Lanes. They can even be picked up and placed on the other side of an existing Space Lane if needed.

12.2.2 Capturing Starbases

Starbases are too valuable for players to destroy. Once a Starbase is placed on a System it remains there for the rest of the game, unless it is destroyed in a Borg Invasion [see rule 15.4].

When Control of a System changes hands, Control of the Starbase does too. When you take Control of a Starbase from a Rival, take one of their Command tokens. Place this token with your other Command tokens.

The first player to take Control of an Uncontrolled Starbase (by taking Control of the System) gains a Command.

As usual, any new Command tokens come into play Exhausted and may not be used until the next Game Round.

When a Starbase is captured, only the new owner's Special Rules which affect Starbases apply.

12.2.3 Starbases and Commands

Each Starbase you Control increases your number of Commands by one. The additional Command starts Exhausted; you may not use it this Game Round.



12.2.4 Starbases in Combat and Hegemony

Starbases provide an additional die in Space Battles and Planetary Invasions, but can not be destroyed by Rival players [see rules 9.1.2 and 10.1].

During Borg Invasions Starbases may, however, be destroyed if they fall to the Borg [see rule 15.4.2].

Starbases provide one point of Hegemony Resistance [see rule 11.2.1].

12.3 AGENTS

Some Factions have access to Agents (the Bajorans have *Resistance Fighter* Agents, the Dominion have *Changeling* Agents, the Orions have *Slave Girl* Agents and the Vulcans have *Ambassador* Agents). The number of available models is not a limit to how many Agents may be in play at one time. Any number of Agents from one or more Factions can coexist on a given Planetary System (or card in some cases).

Agents do not generally participate in Combat and cannot be destroyed by Hits. In an Invasion, *Total Annihilation* or Borg Assimilation remove all Agents from the Invaded System. On a *Successful Invasion* result or a successful Hegemony roll, Agents remain in the System.

Agents on cards that are discarded are returned to the Faction Supply of the owner.

Several Advancements play off the presence of Agents in certain Systems and may give the Agents Special Rules.



12.3.1 Placing Agents

During their Command Phase, the owning player may Issue a Command to place an Agent from the Faction Supply on any Planetary System they Control or that is Orbited by one of their Ships.

12.3.2 Transporting Agents

During their Command Phase, the owning player may Issue a Command to Transport an Agent on the map to any Planetary System within Transporter Range. Normally the Transporter Range of any Agent is through one Space Lane (or Virtual Adjacency) to the next Planetary System. Agent Transporter Range may be increased by Special Rules. Agents can never be placed on Phenomena or in Space Lane Sectors.

Some Special Rules may allow Agents to be removed from the map and placed on various cards (such as Advancement cards).

12.3.3 Hunting Agents

The owning player may remove an Agent from a System at any time.

Rivals may try to Hunt an Agent:

- ▲ in a System they Control
- ▲ on one of their cards
- ▲ where they have an Agent of their own (even in Systems they don't Control or on cards belonging to other players)

A Hunt is initiated by Issuing a Command, after which both players roll a die and add their Ascendancy.

12.3.3.1 Successful Hunts

The Hunt attempt is successful and the Agent is removed if the Rival rolls higher than the owner of the Agent. Repeated attempts may be made on the same turn by Issuing more Commands.

Removed Agents are returned to the Faction Supply of the owner.

12.3.3.2 Unsuccessful Hunts

If a Hunt attempt against an Agent on a System is unsuccessful, the Agent nevertheless has to escape to a

Planetary System within Agent Transporter Range. If no such System is available, the Agent is removed.

12.3.4 Trade

An Agent may be used for the purpose of determining if Trade Agreements can be given out or received [see rule 13.1.1].

12.3.5 Hegemony

An Agent may be used to initiate Hegemony (even if you don't Occupy or have any Ships in the System) as described in rule 11.

13. TRADE AGREEMENTS

In *Star Trek: Ascendancy*, you can't directly give Resources or other assets to other players. What you can do is establish Trade Agreements between your Factions, peacefully allowing commerce between otherwise hostile Factions.



Each player starts with three of their own Trade Agreements. Trade Agreements only generate Resources when they're given to another player.

13.1 GIVING AND RECEIVING TRADE AGREEMENTS

A Trade Agreement may be given out for any reason and does not require anything in return.

Note that the Romulan *Suspicious* rule will Exhaust any Trade Agreement they receive (be it given, exchanged, passed or drawn from the Exploration deck).

Trade Agreements cannot be given to the Borg.

► 13.1.1 Giving and Receiving Trade Agreements

To give or receive a Trade Agreement, you must have a Ship, Control Node or Agent Adjacent to or in the same Sector as one of that Rival's Ships, Control Nodes or Agents. You may do this at any time.

You are not required to accept a Trade Agreement offered to you (but see rule 13.1.2 for exchanges of already accepted Trade Agreements).

Note: A Ship that finds itself suddenly stranded on the other side of the quadrant through the effect of an Exploration card can establish a Trade Agreement with a Rival Faction, but it does not count as First Contact.



13.1.2 Exchanging Trade Agreements

Once you have given a Rival a Trade Agreement, you may exchange it for one of your other Trade Agreement cards (that you have on hand or that you have already given to another player) regardless of the positions of Ships, Control Nodes or Agents (or other assets). This may also be done at any time and cannot be refused by the players holding the Trade Agreements.

13.1.3 Maximum Number of Trade Agreements

You may only hold one Trade Agreement at a time from each Rival. As an exception to the normal rules for Exhausted cards you may not receive a second Trade Agreement from the same Rival, even if the first one is Exhausted.

13.2 PEACE

You are considered to be at Peace with any player whose Trade Agreement you currently hold (unless it is Exhausted).

Any Rivals whose Trade Agreements you do not hold (or if you hold an Exhausted one) are considered Hostile.

13.2.1 Unrestricted Trade Routes

You may freely move through Sectors with Rival Ships with which you're at Peace, unless the Sectors also contain Hostile Ships.

13.2.2 Ally Cooperation

Generally, you are required to Occupy a Planetary System to Colonise, Invade or attempt Hegemony of it.

When Attempting Hegemony, Invading or Colonising a System in which both you and a Peaceful Rival have Ships, you may ask that Rival for permission to Hegemony, Invade or Colonise the System. They may give, or deny, permission. If they deny permission, you may not take any action towards the System until you fully Occupy that System (i.e. are the only player to have Ships in the System).

If more than one Peaceful Rival is present in the System they all need to agree to your actions.

In a similar way, other effects that require you to Occupy a Sector (the Special Rule of the Romulan Mining Fleet for example) may also be permitted by Peaceful Rivals.

13.3 REVOKING TRADE AGREEMENTS

On their turn during the Execution Stage, a player may revoke Trade Agreements they have given out. They may not revoke Trade Agreements at other times.

Revoked Trade Agreements are returned to the original owner of the card.

If you Betray [see rule 13.4] a Rival whose Trade Agreement you hold, you'll have to return it to them.

13.4 BETRAYAL

If you Attack a player whose Trade Agreement you hold, you have broken the peace and Betrayed them.

When you Betray a Rival, you must return their Trade Agreement.

If you Attack a Rival whose Exhausted Trade Agreement you hold, you are not Betraying them and the Trade Agreement is not returned.¹⁸

Once a Combat has begun, participants can't exchange Trade Agreements until the Combat is over.

Hegemony is not an Attack and doesn't count as Betrayal.



► 13.5 EXHAUSTED TRADE AGREEMENTS

Various effects may Exhaust Trade Agreements that have been given out. Trade Agreement cards that are still kept by their original owners, however cannot be Exhausted by any effect.¹⁹

You do not receive any Resources from Exhausted Trade Agreements during Resource Generation in the Recharge Stage. Exhausted Trade Agreements may not be revoked or exchanged until they are Refreshed during Maintenance. You are no longer at Peace while the Trade Agreement is Exhausted.

Note: The Romulan's Suspicious Special Rule requires them to Exhaust any Trade Agreements when they receive them or have them exchanged. This forces them to wait a turn until they benefit from the Agreement.

¹⁸ This is actually important in order not to create a gamey shortcut where you can Refresh Trade Agreements.

¹⁹ Tip: To make it clear that they are not yet in play, Trade Agreement cards belonging to your Faction should be kept face down until given out.

14. RESEARCH

Research is used to put Advancements into play. Before an Advancement is complete, it is considered a Project. You may have a number of ongoing Projects equal to the number of Research Nodes you Control.

Each completed Advancement adds Special Rules to your Faction and may increase the speed of your Ships or give you additional Commands.

Refer to the Appendices for a list of all Advancements.

▶ 14.1 LAUNCHING PROJECTS

On your turn, you may Issue a Command to look through your Advancement deck and choose one Project to Launch.

Add newly Launched Projects to your Project Area.

Projects cannot be Exhausted by any effect.

14.1.1 Maximum Number of Projects

The number of Research Nodes you currently Control is the maximum number of Active Projects you may have. You may Launch Projects even if doing so would temporarily put you over your maximum number of Projects, but you have to immediately discard enough Projects to keep you within your limit.

Any time you have more Projects in your Project Area than you Control Research Nodes, you must discard a number of Projects until you're back down to your maximum number of Projects allowed.

You may discard Projects that were already in your Project Area or newly Launched Projects.

Note that some Projects from variant Factions use other Resources than Research to complete, but are still limited in number by the number of Research Nodes you Control.

14.1.2 Taking Projects from Other Factions

You may be able to take Projects or unplayed Advancement cards from other Factions in Invasions [see rule 10.2.1.1], during Hegemony [see rule 11.4] or through Special Rules.

14.1.2.1 Invasion or Hegemony

When you take Control of a Rival's intact Research Node through Invasion or Hegemony, the player whose Research Node was captured must choose one of their active Projects and give it to you. Any Resources on the card are discarded. If you capture more than one Research Node, they must give you a Project per Node captured. If the Research Node is destroyed, nothing is taken. If the targeted player does not have any active Projects, then no Project is taken. Place taken Projects in your Project Area.

14.1.2.2 Special Rules

Special Rules may sometimes allow you to take an unplayed Advancement card from another player. Such cards are drawn randomly from the Rival's deck.

14.1.3 Discarding Projects

Whenever a Project is discarded, it goes back to its Advancement deck and any Resource tokens on the Project are returned to the General Supply.

14.1.3.1 Discarding Projects from Other Factions

If you discard an Advancement card that came from another player's Advancement deck, it goes back to that deck.

14.1.3.2 Discarding Borg Tech

Discarded Borg Tech cards go to the bottom of the Borg Tech deck.

14.2 FINISHING PROJECTS

When you have committed enough Resource tokens to finish a Project, it becomes a usable Advancement. Move it to your Advancement Area. If applicable, you may use the completed Advancement's Special Rules immediately.

When you finish a Project, it's a good idea to let your Rivals know what your new Advancement does.

14.3 EFFECTS OF ADVANCEMENTS

Each Advancement has a Type listed on the right hand edge of the card. Some Advancement rules only affect certain Types of Advancements. For example, the Romulans have an Advancement that allows them to Exhaust an "Espionage" card.

14.3.1 Warp Token Advancements

Some Advancements picture Warp tokens in the lower right hand corner of the card. When completed, these Advancements increase the Warp Speed of your Ships, in addition to their Special Rules.

For details on Warp Movement, see rule 8.2.

This Project increases your Ships' Warp Speed by 1



14.3.2 Command Token Advancements

Some Advancements picture a Command token. When you complete an Advancement which pictures a Command, the number of Commands you have immediately increases by one.

This new Command starts Exhausted and will be Refreshed in the following Recharge Stage.

This Project increases your Commands by 1 and your Ships' Warp Speed by 1



14.3.3 Culture Token Advancements

There are some Romulan Advancements which picture a Culture token. When a Romulan player completes these, the Romulans take a Culture token.

Only the Romulan player may take advantage of this; other Factions that develop stolen Romulan Advancements do not receive a Culture token when they develop the Advancement

(but they do, in effect, prevent the Romulans from obtaining the token).

14.3.4 Ferengi Espionage

The Ferengi Espionage Advancements Exhaust certain types of cards. Unlike other Espionage cards, the Ferengi may use theirs multiple times per turn, as long as they can pay the Production cost.

14.3.5 Advancements and the Borg

Advancements that apply to "Rival Ships" or "Rival" also apply to the Borg.

Advancements, such as *Cult of Kahless*, that automatically destroy a Rival Ship do one damage to Borg Cubes.



14.4 BORG TECH CARDS

Borg Tech cards represent a variety of different data and technology that may be gained by defeating the Borg. Borg Tech cards give players new ways to combat the Borg as well as new defences against them.

The Borg Tech deck is not an "Advancement deck," although each drawn card is played as an Advancement.

Advancements that allow you to draw from a Rival's Advancement deck do not allow drawing of Borg Tech cards.



14.4.1 Gaining Borg Tech

Players draw a Borg Tech card when they destroy a Borg Cube or Reclaim a Borg World.

Many Borg Tech cards have a Research cost of zero and are placed directly in the player's Advancement Area.

Some Borg Tech cards have a Research cost and are placed in the player's Project Area like other Projects until they have been completed.

14.4.1.1 Maximum Number of Borg Tech Projects

The 14.1.1 Maximum Number of Projects rule applies to Borg Tech Projects in the same way as other Projects.

14.4.2 Using Borg Tech

Many Borg Tech cards require a player to discard the card to use the ability.

When discarding a Borg Tech card, place it at the bottom of the Borg Tech deck.

14.5 EXHAUSTED ADVANCEMENTS

When one of your completed Advancements is Exhausted, you don't get the benefits of that card at while it is face-down. If one of your Advancements picturing a Warp token is Exhausted, you don't get the benefit of that Warp token either, until the card is Refreshed at the end of the Game Round.

If the Exhausted card pictures a one-time bonus, such as a Romulan Culture token, that bonus isn't revoked.

15. BORG TURN

The Borg are never considered a player Faction, even if there are Assimilated players. The Borg turn(s) during the Execution Stage is therefore never considered a "player turn".

The Borg take a Borg turn during the Execution Stage each time their Turn Order comes up.

15.1 BORG BUILDING PHASE

The Borg don't use Resource tokens to build as players do. During the Borg Building Phase they first check to see if the *Transwarp Hub* generates a new Cube and then place new Borg Assimilation Nodes around Spires, which also may generate new Borg Cubes.

If you run out of Borg Cubes to place, use any convenient substitute.

15.1.1 Transwarp Hub

During each Borg Building Phase, if the Borg *Transwarp Hub* System disc is in play, either remove one Delay token from it [see rule 5.8.1.5] or, if there are no Delay tokens to remove, roll to see if it creates a new Cube.



15.1.1.1 Cube Already in Hub

If the *Transwarp Hub* already contains a Borg Cube, do not roll for an additional Cube.

15.1.1.2 Cube Generation Roll

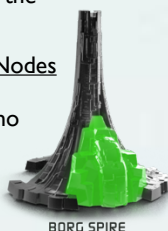
To generate a new Cube, roll a die and add the number of Cube Generation tokens to the roll. If the result is greater than the number of Cubes on the map, the *Transwarp Hub* generates a new Cube.

If no Cube is generated (because the *Transwarp Hub* already has a Cube or the roll is too low), place a Cube Generation token on the *Transwarp Hub*. Remove all tokens if a Cube is generated.

15.1.2 Borg Worlds

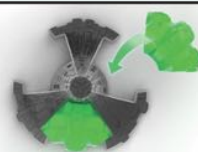
Each Borg World (a System with a Borg Spire) will take an Action during the Borg Building Phase, depending on the state of the Spire:

- ▶ Borg Worlds with fewer than three Assimilation Nodes build an additional Assimilation Node.
- ▶ Borg Worlds with three Assimilation Nodes and no Cube on top of the Spire build a Cube on top of the Spire.
- ▶ Borg Worlds with a Cube built on their Spire launch their Cube into Orbit of the System and remove all of that World's Assimilation Nodes.



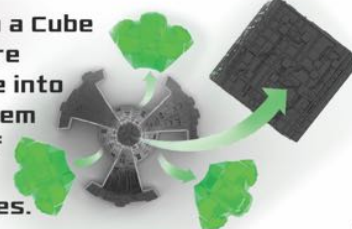
If there is already a Borg Cube in Orbit of a Borg World ready to launch a Cube, leave the Cube on top of the Spire until the next Borg Building Phase.

Borg Worlds with fewer than 3 Nodes build an additional Assimilation Node.



Borg Worlds with 3 Nodes and no Cube build a Cube on top of the Spire.

Borg Worlds with a Cube built on their Spire launch their Cube into orbit of the System and remove all of that World's Assimilation Nodes.

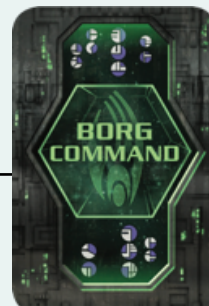


15.2 BORG COMMAND PHASE

What drives the Borg is mysterious. Borg Cubes may sometimes hold position, pass by one System in favour of a different target or return to a Borg Spire to expedite Assimilation.

15.2.1 Determining Cube Order

After the Borg Building Phase, each Cube is Activated in an order selected by the players:



15.2.1.1 No Assimilated Players

If there are no Assimilated players, but more than one Borg Cube in play, players take turns choosing a Cube to Activate, in Turn Order.

This may mean that some players have to disclose their Turn Order card before they have taken their turn.

In this case the Activated Cube is selected before its Command card is drawn.

15.2.1.2 Assimilated Players

If there are Assimilated players, an Assimilated player draws a number of Command cards equal to the number of Cubes in play when their Borg turn comes up. The Assimilated player chooses the order in which to Activate each Cube. When Activating each Cube, the Assimilated player may choose which of their drawn Command cards to execute with the Activated Cube.

15.2.2 Activating Cubes

When Activated, each Cube does the following:

- ▶ First, the Cube engages any eligible player Ships in Space Battle [see rule 15.2.3].
- ▶ Second, have the Cube execute its Command card [see rule 15.2.4]. If the Borg Attack - Command - Attack rule has taken effect [see rule 15.5.1], the Cube then again engages eligible Ships in Space Battle.

▲ Third, begin Assimilation of a Developed Planetary System, if possible [see 15.4].

Resolve the Activation of each Cube fully before moving on to the next Cube. After completing a Cube's Activation, place a Borg Activation token on the Cube, to track which Cubes have Activated. Note that the Activation of one Cube may move several Cubes, but that only the Activated Cube is marked.

Remove all Activation tokens on Borg Cubes after the Borg Command Phase is finished.



15.2.3 Engaging Player Ships

Each Borg Cube begins its Activation by initiating a Space Battle with all player Ships that are in its Sector or, if there are none, it attacks all Ships in Adjacent Sectors. It engages them all simultaneously, even Ships from multiple players. In a Space Battle with multiple players, all players must direct their attacks against the Borg.



At the start of this Borg Cube's Actions, it will engage both the Klingon Fleet and the Federation Ships in a Space Battle. Both players are defending against the Cube.

15.2.4 Executing Command Cards

The Borg use a Command deck to determine what each Borg Cube does during the Borg turn.

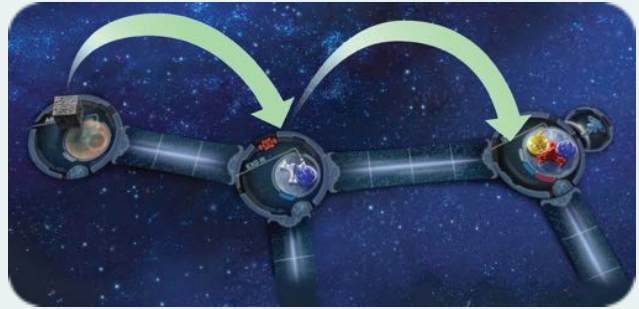
After engaging any player Ships, execute a Borg Command card for the Cube. Many of the Command cards are movement cards [see rule 15.3]. Some Command cards will have other directions.

Borg Movement Command cards will indicate both a Target and a Warp move. Borg Cubes travel at Warp, like players' Ships. Borg Cubes generally may not move through players' Ships [but see rule 15.5.2].

This Command card orders the Cube to Move at Warp 2 towards the nearest Starbase.



Note that some cards may cause a Cube to move past or away from the Orbit of a Developed System.



With the above Borg Command, the Cube moves at Warp 2 towards the nearest Starbase, through the nearby Developed System.

Refer to the Appendices for a list of all Borg Command cards.

15.2.4.1 Multiple Movement Commands

The *Collective: Linkage* and *Move: Collective* Command cards will direct you to move multiple Cubes. In these cases, move all the Cubes, whether or not they have already Activated this turn, then complete the Activation of the Cube which was Activated with the card.

The Activated Cube moves first, but the order in which other Cubes are moved is determined by the player that Activated the first Cube.

Moving Cubes follow rule 15.3 and may explore.

Movement by itself does not cause a Cube to be marked as Activated.

The Borg turn is not over until all Cubes have been Activated and marked with Activation tokens (unless the Command card *Polaron Field Disruption* is played, immediately ending the Borg turn).

15.2.5 Reassimilation

After resolving the Borg Command card for the Cube, start Assimilation of an eligible Planetary System [see rule 15.4].

15.3 BORG MOVEMENT

In general, a moving Borg Cube will try to do the following in the order given:

- ▲ Step I: If there is No Target the Cube will Explore; go to Step IV
- ▲ Step II: If there is a Reachable Target the Cube will move to the closest such Target and end its move
- ▲ Step III: If there is a Far Away Target the Cube will complete its entire Warp move towards the closest Target along the shortest path and end its move
- ▲ Step IV: The Cube will Explore a new Space Lane, make a Connection and move to a Target or place a new System and end its move
- ▲ Step V: Reassign Target and start over at Step I
- ▲ If all movement alternatives fail, the Cube will not move at all

Sectors may never contain more than one Cube (unless one of them is still atop a Spire).

Note that this doesn't mean that Borg Cubes can't fly past each other. If they have enough movement and their path isn't blocked they will fly past any other Cubes.

Also note that a moving Cube will not be able to reach a Target Sector already containing another Cube, but it may be able to reach the closest Adjacent Sector [see rule 15.3.3].

15.3.1 Executing a Movement Command

The Movement Command card will indicate a Target type (Borg World, Rival Ship or Fleet, Developed System, Starbase or Home System) and a Warp move (1, 2 or 3 Systems).

When executing a Movement Command card follow the Steps below, until the Cube ends its move. Also refer to the Borg Movement flow-chart as a handy reference.

Note that rule 15.5.2 will affect how Rival Ships can block the movement of a Cube.

15.3.1.1 Nearest, Closest and Shortest Path

When the words "nearest", "closest" or "shortest" appear on Borg cards or in the Borg movement rules it generally means nearest as determined by Warp move distance (disregarding blocking Ships). Ties are resolved by fewer Sectors (if that is also a tie, the player who Activated the Cube selects among equidistant Sectors).

The Borg travel via Virtual Adjacencies, if that is the shortest route to their Target.

Note: Some Borg Exploration cards will nominate the "nearest" Borg Cube to be moved to the System. If there are Borg Cubes on the map, but not Connected when they are required to be moved to such a new System, a new Cube is placed instead. Otherwise the nearest Connected Cube is Transported to the System without regard to distance or blocking Ships.

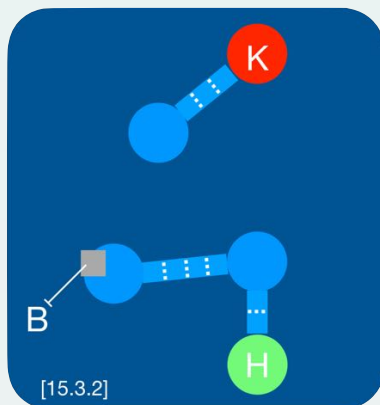
15.3.1.2 Minimum Amount

In all cases where there is a tie for nearest/closest System, Target Sector or minimum amount of swinging, the player Activating the Cube may choose where to move the Cube between the tying Sectors or which Systems and Space Lanes are swung.

15.3.2 Step I: No Target

If the Target indicated by the Command card is not Connected to the Cube, the Cube will move to Step IV and Explore [see rule 15.3.5].

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. Since the Cube is not Connected to any Target Sector, the Cube will explore.

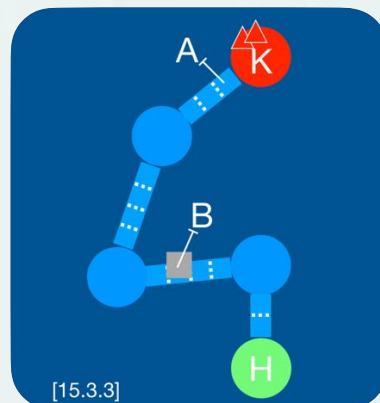


15.3.3 Step II: Reachable Target

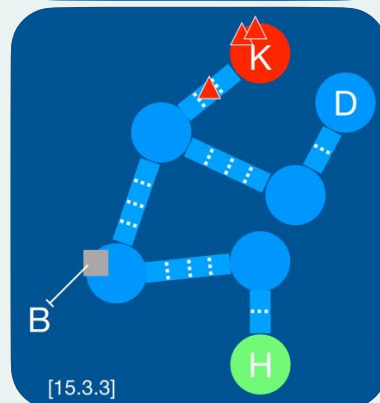
If there is a Target of the type indicated that the Cube can reach (or stay at, if already there) with its current Warp Range, the Cube will move to (or stay at) the closest such Target and end its move.

If the Target is unreachable only because there is already a Ship (including another Borg Cube) in the Target Sector, the closest Adjacent Sector will instead be considered the Target, provided the Cube can reach it.

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. It will move to Sector A since it is Adjacent to the closest Target of the indicated type and within the Warp Range of the Cube.



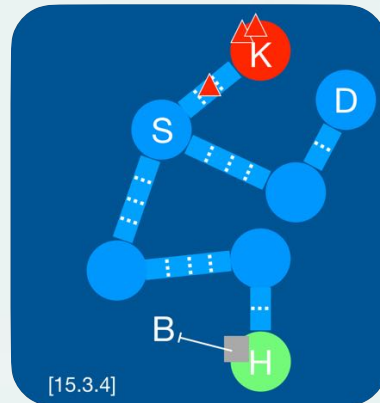
Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. In this case the Cube will move to Sector D since it is the closest Target that can be reached (Sector K, although closer, is blocked by a Ship).



15.3.4 Step III: Far Away Target

If the closest Connected Target of the indicated type is further away along the shortest path than the current full Warp move of the Cube and the entire path is unblocked, the Cube will complete its entire Warp move towards the Target and end its move.

Example: The Cube at B has been Activated with a "Move: Target Developed System (3)" Command card. It will move to Sector S since the closest Connected Target of the indicated type (K) is further away along the shortest path than the current Warp Range of the Cube.



15.3.5 Step IV: Cubes Exploring

If an exploring Cube can place a new Space Lane from its current Sector it will do so. If it cannot, it will instead move to Step V [see rule 15.3.6] and be assigned a new Target.

15.3.5.1 Placing Space Lane

An exploring Cube will generate (by rolling the Space Lane die) and point a new Space Lane as directly as possible (measured by angle) in a Random Direction [see rule 15.3.5.2 for determination of a Random Direction]. When placing the new Space Lane, the Borg Cube may swing [see rule 15.3.5.6] other Floating Systems and Space Lanes (but not

the System it is in)²⁰, but only to allow the new Space Lane to point as directly as possible towards the designated *Random Direction*.

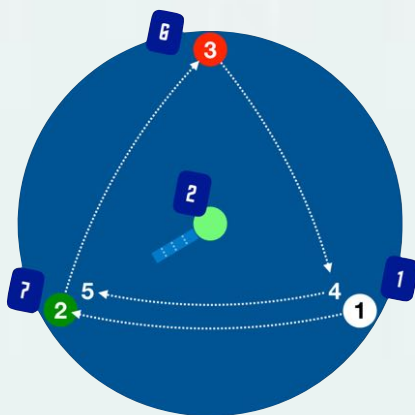
If the Space Lane can't be placed (because there is no room) the Cube ends its move where it is like other Ships [rule 8.6.7].

Note: In the unlikely case where a new Space Lane placed in a *Random Direction* fits exactly as a new *Connection* to a previously existing System, that *Connection* is made and the movement process starts over from Step I [rule 15.3.2].

► 15.3.5.2 Determining a Random Direction

To randomly determine a direction when the Borg explore, roll a die. The direction towards the original *Home System* of the player with the lowest Turn Order card corresponds to a roll of "1", the direction towards the next original *Home System* in a clockwise direction corresponds to "2" and so on.²¹

Example: In a three player game Earth (white), Romulus (green) and Kronos (red) are arranged in that clockwise order. Earth belongs to the player with the lowest Turn Order card (1 in this case) and a "5" is rolled to determine a random direction. This means the direction towards Romulus is randomly determined.



If the Bajor System is an original *Home System* placed in the centre of the Playing Area, it is ignored for purposes of determining a random direction.

If the Borg are exploring in the Gamma Quadrant, a roll of an odd number means they explore toward the Omarion Nebula, while an even number means toward Idran.

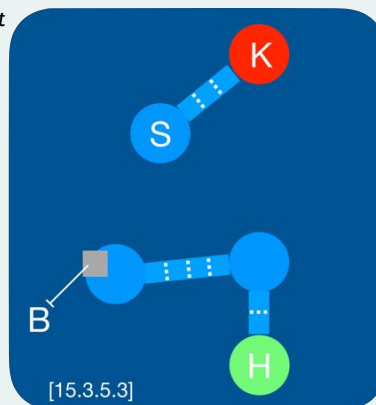
15.3.5.3 Making a Connection

After placing a new Space Lane, a Cube will try to create a *Connection* (by swinging [see rule 15.3.5.6] any Systems (including the one it is in) and Space Lanes necessary) that will allow it to move to and reach the closest matching *Target* (not necessarily the *Target* that would have been closest at the start of the move). If a *Target* is reached, the move ends.

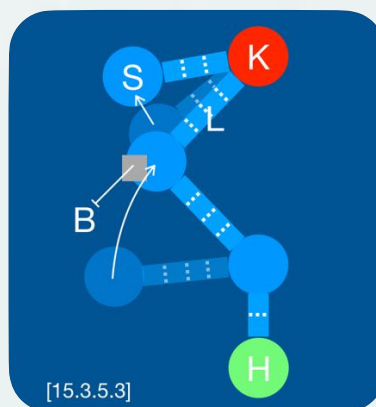
As in 15.3.3, if the *Target* is unreachable only because there is already a Ship (including another Borg Cube) in the *Target Sector*, the closest *Adjacent Sector* will instead be considered the *Target*, provided the Cube can reach it.

If that is not possible the Cube will try to place a new System [see rule 15.3.5.4].

Example: The Cube at B has been Activated with a "Move:Target Developed System (3)" Command card. Since no Target Sector can be reached the Cube will explore.



Continued Example: It generates a "4" length Space Lane (L) and points it in a randomly determined direction (in this case it happens to be towards System K). The new Space Lane is long enough to create a *Connection* to K that enables the Cube to reach the Target at K. In order to Connect to K, the System at S has to be swung away.



15.3.5.4 Placing New System

If, when placing a new Space Lane, the Cube is unable to make a *Connection* and reach a *Target* (including if all potential *Targets* would be blocked or out of *Warp Range*), the Cube will try to place a new System (and may swing [see rule 15.3.5.6] any Systems (including the one it is in) and Space Lanes required to do that), move into it and end its move (drawing an Exploration card, if applicable [see rule 15.3.5.5]).

If the System can't be placed (because there is no room) the Cube ends its move where it is like other Ships [rule 8.6.7].

15.3.5.5 The Borg and Exploration Cards

When the Borg place a new Planetary System, reveal an Exploration card. If the Borg discover a *Civilisation*, develop the System as normal [see rule 8.8.5]. Borg ignore *Crisis*, *Discovery* and *Ally* cards. *Ally* cards are discarded to the bottom of the Exploration deck, other ignored cards to the normal discard pile. Place "Remains in Play" Exploration cards on the System.

²⁰ Although it may seem inconsistent not to allow the System the Cube is in to be swung, the reason is to limit the possible variations to where the new Lane can be placed. Allowing more placement options will create a need for even more rules. Also note that the reason for pointing the Lane towards a randomly determined Home System is not to make that System a Target, but rather just to use the fixed positions of those Systems to generate a random direction.

²¹ Note that the intention here is to generate a random direction for the newly placed Space Lane; the generated Home System does not become the Target for the Cube. Also note that if you are not playing on a symmetrically arranged map you may want to decide on some other method of generating the random direction. In a solo game the random direction will always be towards the player's Home System.

15.3.5.6 Swinging Systems and Space Lanes

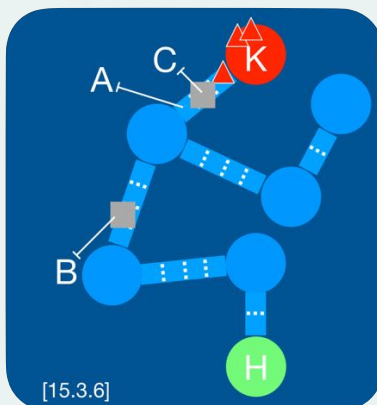
When a Cube is allowed to swing Systems and Space Lanes [see rules 15.3.5.1, 15.3.5.3 and 15.3.5.4], it may only swing the Systems and Space Lanes necessary for the intended placement or Connection. It may not swing Systems and Space Lanes further than the minimum amount required.²²

15.3.6 Step IV: Reassign Target

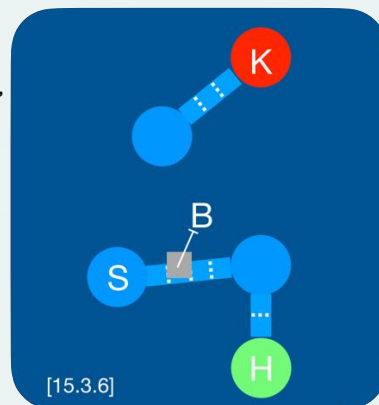
If the Cube has not been able to fulfill its move in any of the previous Steps it will be reassigned a new Target:

- ▲ Provided it has not already had the nearest player Ship as Target, that will be its new Target. Start the movement process over with Step I [rule 15.3.2]
- ▲ If it has already had the nearest player Ship as Target, the nearest Borg Cube will instead be its new Target. Start the movement process over with Step I [rule 15.3.2]. If this Target is reached, the other Borg Cube will automatically be Activated under Collective Efficiency [rule 15.3.7]
- ▲ If it has already had both nearest player Ship and nearest Borg Cube as Target and is in a Sector where exploration is impossible (a Space Lane or a System where no more Space Lanes can be Attached), it will instead be reassigned its original Command Card Target, try to move to the nearest System it can reach where exploration is possible and go to Step IV [rule 15.3.5]
- ▲ If the Cube has already failed each of the above alternatives, it will end its movement where it is

Example: The Cube at B has been Activated with a "Move:Target Developed System (3)" Command card. Since it can't reach the Target at K, can't explore (because it is in a Space Lane) and failed its first reassigned Target (nearest player Ship) it is now reassigned the nearest Borg Cube as Target. It will move to Sector A, end its move and Activate Cube C under Collective Efficiency.



Example: The Cube at B has been Activated with a "Move:Target Developed System (3)" Command card. Since it is Unconnected to any Target and can't explore (because it is in a Space Lane) it will be reassigned a new Target. It is Unconnected to both player Ships and Borg Cubes and will therefore move to Sector S in order to be able to place a new Space Lane and start exploring.



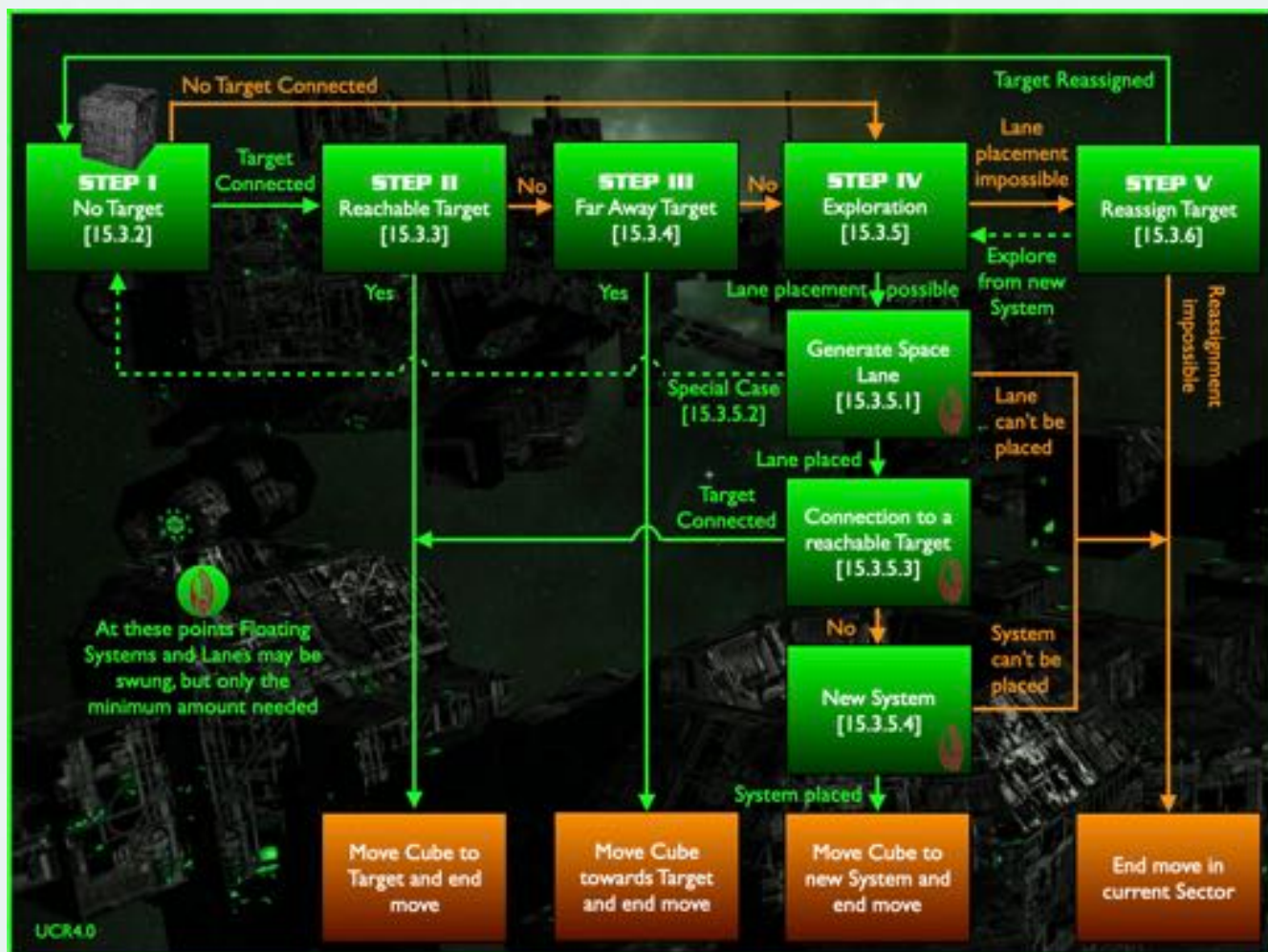
15.3.7 Collective Efficiency

Cubes unable to reach any other Target or explore will eventually Target the nearest Borg Cube.

In this case, if the moving Cube can reach a Sector Adjacent to another Cube and after its Activation is complete, Activate the stationary Cube [see rule 15.2.2], even if it has already been Activated one or more times this Borg turn. In either case, this counts as an Activation of the new Cube and it is marked with an Activation token (unless already so marked).

"The Borg value efficiency, not redundancy." - Seven of Nine

²² Tip: In order to determine how Space Lanes and Systems can be swung it can be useful to test possible placements and Attachments with unused Space Lanes and System discs (without revealing the System). If it is hard to determine what constitutes the minimum amount of swinging, the player that Activated the Cube has final say.



The Borg Movement flow-chart covers the rules for how Borg Cubes move. Be sure to check the relevant rule cases for details.

15.4 BORG ASSIMILATION

After resolving its Command, a Borg Cube will attempt to Assimilate any Developed Planetary System the Cube Occupies. This counts as a Planetary Invasion. The Borg are not trying to wrest Control of the System, they are trying to peel apart the world, stripping it of all technology. There will be no survivors.



After resolving its Command Card, a Borg Cube Occupying a Developed System will Begin Assimilation.

15.4.1 The Borg in Invasions

When a Borg Cube Invades, it starts with 9 Attack Dice and ignores Shields, just as it does in a Space Battle. The System being Assimilated rolls a die for each of its Structures, as in a standard Planetary Invasion. However, the Borg aren't interested in capturing any Structures intact: Hits the Borg score always destroy Structures.

Borg Cubes use Shields [see rule 9.8.5] and Regenerate [see rule 9.8.3.5] lost dice during Invasions just like they do during Space Battles. The defender has First Strike [see rule 9.8.1].

If the Borg destroy all the Structures on a System (including any Starbase and Gorn Wonder), place a Borg Spire on the System; this is now a Borg World. The System will gradually be absorbed during future Borg Building Phases and its resources mined to expand the Borg Collective.

► 15.4.1.1 Allocating Borg Hits to Structures

Borg inflicted Hits must first be allocated to Resource Nodes. When all Resource Nodes have been destroyed, any Starbase and/or Gorn Wonder present can be Hit. Any Starbase is always Hit before any Gorn Wonder. A Control Node cannot be destroyed until all other Structures have been destroyed.

When there are no Assimilated players, the defending player (or the player that Activated the Cube in the case of Independent Civilisations) may decide how to allocate Hits between the Resource Nodes. When the Borg are controlled by an Assimilated player, that player may pick which Resource Nodes were Hit.

► 15.4.2 Assimilating Starbases

Starbases are the pinnacle of technological sophistication, full of exactly the sort of technology the Borg are seeking. When the Borg destroy a Starbase, remove the Starbase from the game and add a Borg Assimilation Node to every Borg Spire in play. Starbases removed in this way can never be rebuilt.



15.4.3 Home System Assimilation

If a player's Home System (even if no longer Controlled by the original owner and even if the player has been Exterminated) is Assimilated by the Borg, the associated Faction has been fully absorbed into the Collective. The Borg Collective has Assimilated all their technology and tactics. Resistance would, at this point, be futile.

► 15.4.3.1 Assimilated Players

Remove all the Assimilated player's remaining Ships and Agents. For each System they Control, remove their Control Node and place a number of Warp tokens on the System equal to the number of Resource Nodes (up to a maximum of four) on the System, marking the System as a level 1, 2, 3 or 4 Warp-Capable Independent Civilisation. These Systems can be Invaded or taken via Hegemony by the remaining players, or Assimilated by the Borg. Any Starbases or Gorn Wonders belonging to the Assimilated player remain in play, but are now Uncontrolled.

All Trade Agreements originally belonging to an Assimilated player are discarded.

Advancements the Assimilated player has taken from other Factions are returned to their respective decks, while Advancements taken from the Assimilated player by other Factions are kept.

Any Bajoran Orb cards held by an Assimilated player are shuffled back into the deck of unclaimed Bajoran Orb cards and are no longer considered Opened, regardless of earlier status.

Assimilated players don't take Borg turns until the next Game Round after they were Assimilated.

15.4.3.2 One with the Collective

A player whose Home System is Assimilated by the Borg has become one with the Collective. They will now contribute

their knowledge and expertise to the Collective. After a player is Assimilated by the Borg, they gain some measure of control over the Borg's turns [see rules 9.8.3.3, 15.2.1.2 and 15.4.1.1].

Assimilated players and the automated Borg are never counted when determining "the player to your right" on Exploration cards (*Confrontation*, *Cardassian Armistice Accords* or *Lost Colony* for example). When only one unassimilated player remains, these cards are discarded when drawn by the player and replaced by drawing new cards. The Borg just discard such cards without effect.

When Ally cards are "passed to your left" (*Ferengi Arms Dealer*, *Ferengi Researcher* and the *Grand Nagus* for example), Assimilated players are ignored. If only one unassimilated player remains he keeps those cards for the rest of the game.

Assimilated players remain Assimilated for the rest of the game, even if their Home System is later reclaimed by another player.

15.4.3.3 Borg Turns

If more than one player is absorbed by the Borg, each Assimilated player receives a different, random Turn Order card and will take a full Borg turn when it is their go. With multiple Assimilated players, the Borg will be taking multiple turns every Game Round.

"You can't outrun them, you can't destroy them. If you damage them, the essence of what they are remains. They regenerate and keep coming. Eventually you will weaken. Your reserves will be gone. They are relentless!" - Q

15.5 Borg Escalation

As the game progresses the Borg will become more and more aggressive.

15.5.1 Borg Attack - Command - Attack

After the first reshuffle of the Borg Command deck the following rule takes effect:

Each Activated Borg Cube engages Adjacent or same Sector player Ships in Space Battles both before and after executing a Command card. On top of that, a Borg Cube which is executing the *Command::Aggression* card ignores the Borg's *Slow & Methodical* rule [voiding players' *First Strike*, see rule 9.8.1].

15.5.2 It Takes a Fleet

After the second reshuffle of the Borg Command deck the following rule also takes effect:

Only Fleets block Borg Cubes' movement. Individual Ships no longer block Borg Cubes moving.

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“A balance of power — the trickiest, most difficult, dirtiest game of them all, but the only one that preserves both sides.”



The Carina Nebula (catalogued as NGC 3372; also known as the Grand Nebula, Great Nebula in Carina, or Eta Carinae Nebula) is a large, complex area of bright and dark nebulosity in the constellation Carina, and is located in the Carina–Sagittarius Arm. The nebula lies at an estimated distance between 6,500 and 10,000 light-years from Earth.

- Wikipedia